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DIEHARD GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 2 • ISSUE 12

INSIDE THIS ISSUE:

GENESIS:
RISTAR
CRUSADE OF CENTY
NITRO WRECKS

SEGA CD:
POPFUL MAIL
SNATCHER
BC RACERS
BOUNCERS

SNES:
MEGAMAN X2
NOSFERATU
BATMAN & ROBIN

INSIDE GF 32:
TONS OF 32X
AND SATURN!
CSG REPORT
PHILOSOMA-
FOR THE PS-X
5 NEW JAGUAR TITLES
AND MUCH MORE!

PLUS:
GAMEFAN'S '94
BUYER'S GUIDE



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12

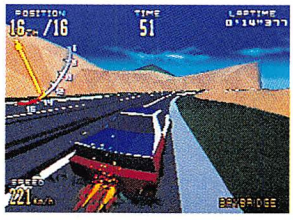
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It seems like everybody is talking about the next generation of gaming these days. Of course, we've been covering "the next generation" for nearly a year now, so it's really nothing new to us or our readers. We saw the writing on the wall, long ago. While others were expressing doubt, we were following each new system's growth from game one to present day. Explaining what it takes to develop a game and why at first, software is slow in coming. Sure, we could have waited until it 'happened', but would you be as informed?

As a direct result, GF has gained a lot of respect with both developers and manufacturers throughout the industry in both the United States and Japan, where we now have an office and a growing presence in the Japanese media. In fact, 'Game You' magazine does a monthly expose' on GameFan because it has become an international source of information while retaining unsurpassed graphic quality. We don't cover Barbie games or waste multiple pages on mediocre games, we send those back. What we try to bring you each month is a wide range of information from 16-bit to 32-bit, from Europe, Japan, and the US.

> "If you want the real scoop on the next generation, without all the annoying filler, you know where to look."

As a direct result, I think that you will find our 32-bit coverage the best in the industry. We have made the appropriate relationships and positioned ourselves to do just that. Take this issue for instance, we preview a done version of Virtua Fighters, a game that our international editors have already beaten while visiting the office of a Japanese Publication. In our 32X section of GF32, we've reviewed every game available at launch. Our Jag section is bursting at the seams... with reviews! And as usual, our 3DO coverage is way out ahead with a preview of Super Street Fighter Two Turbo. 'Japan Now' and our new 'Up to the minute' section are also packed with info on all the new 32-bit games from Sony and Sega.

Bottom line, if you want the real scoop on the next generation, without all the annoying filler, you know where to look.

Less than two years ago, we printed our first issue, 5000 to be exact. We are now pushing 400,000 and growing. I hope that means we are moving in the right direction, and satisfying the most demanding gamers, our core audience.

We will continue to present "a new look" every month and constantly evolve, as we have from day one. We are nowhere near locking our format down. We like to think of GameFan as a constant work in progress, so that each month we can still draw a few oohs and aahs from the people who put us here.



STRAP IN. DRINK FUEL. EAT ASPHALT. BELCH FIRE.

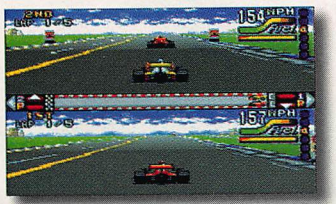
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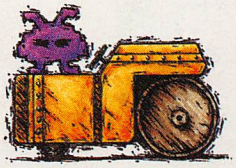
Michael Andretti



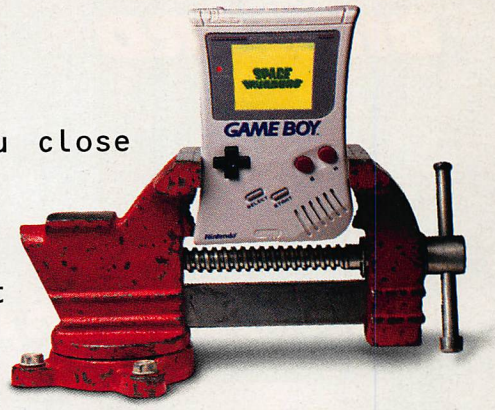
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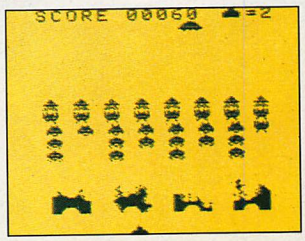
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Prepare to have your space invaded.



Ever get a homework headache? You close the book, pop in a video game—pressure's gone, right? Except you just popped in new **Space Invaders®** for Game Boy® and Super Game Boy®, and it's a mother-lovin' migraine. **There's no escape.** You move left, you move right, they just keep coming down. Their only goal is to parade across your skull until your **brains are popping** out your ears.

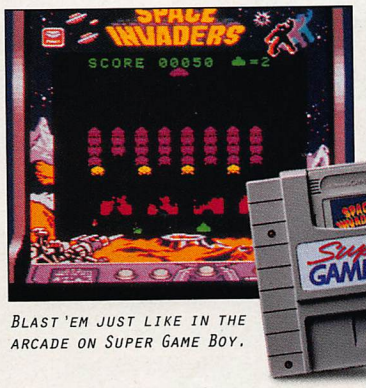




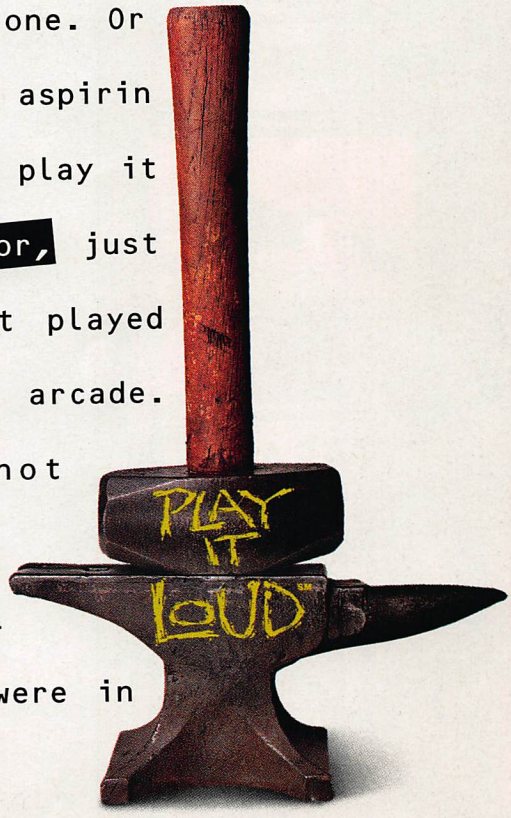
Take Space Invaders with you on Game Boy.



They don't praise your skill. They don't admit defeat. Fry 'em all and they just get meaner and faster. Hey, there's a reason this game is legendary. Play on **Game Boy** and suffer alone. Or link up and see who heads for the baby aspirin first. Slam it in your **Super Game Boy** and play it in **color,** just like it played in the arcade. Hot-snot game connoisseur, are you? Try and beat the original. You'll be **clawing** at your temples, praying you were in calculus class.



Blast 'em just like in the arcade on Super Game Boy.



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DIEHARD
GAME FAN
December 1994
NEXT GENERATION VIDEO GAME MAGAZINE

TABLE OF CONTENTS

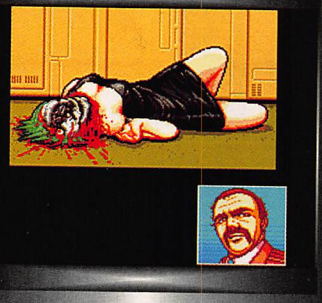
Editorial Zone 4
Most Wanted 12
Hocus Pocus 16
Viewpoint 26
The Adventures of Monitaur 32
Sega Sector 40
GF Buyers Guide 72
Planet SNES 86
GameFan 32 123
Savage Amusement 168
GF Up To The Minute 172
Hands On 176
GameFan Sports 179
Japan Now 200
CSG/AM Shows 202
E. Storm Import MD 208
Other Stuff 212
Europa 214
Postmeister 216



PAGE 40



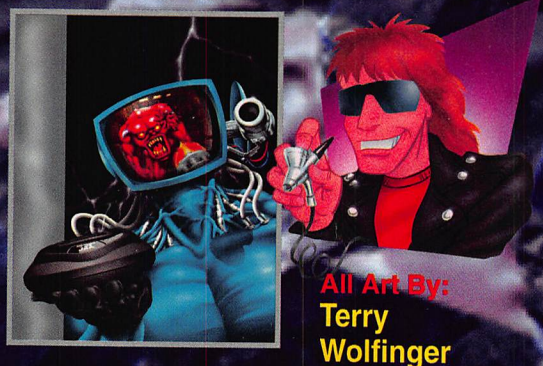
PAGE 41



PAGE 46-47



PAGE 88-89



All Art By:
Terry Wolfinger



PAGE 126-128



PAGE 135



PAGE 140-141



PAGE 156-157

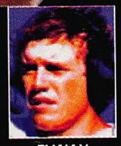
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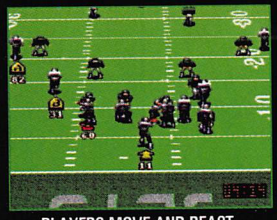

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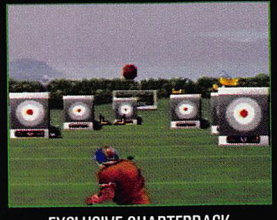

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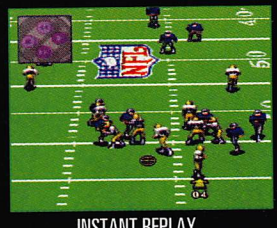

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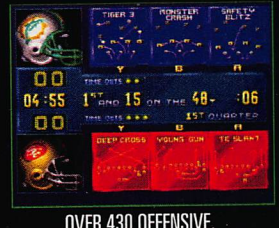
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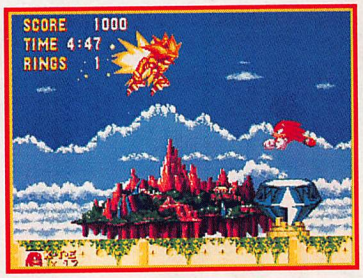
Choose to play either Sonic *or* Knuckles - each with his own signature moves-in their biggest confrontation ever!

AND HERE'S MORE BREAKTHROUGH NEWS!

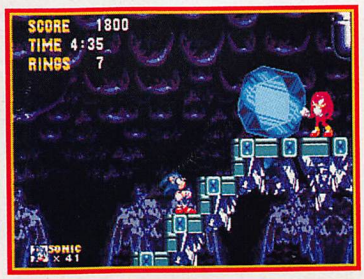
With revolutionary new Lock-On™ technology, *Sonic & Knuckles* is the first video game in history that interacts with your other Sonic games! And it's only on Sega Genesis™! So plug in, and get ready to break out!



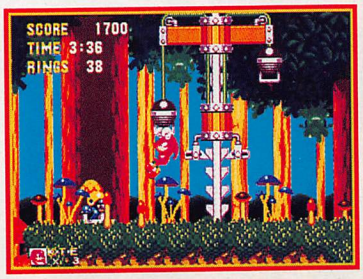
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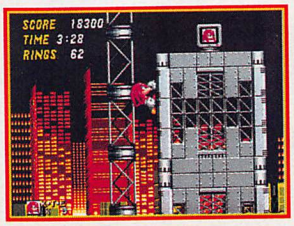




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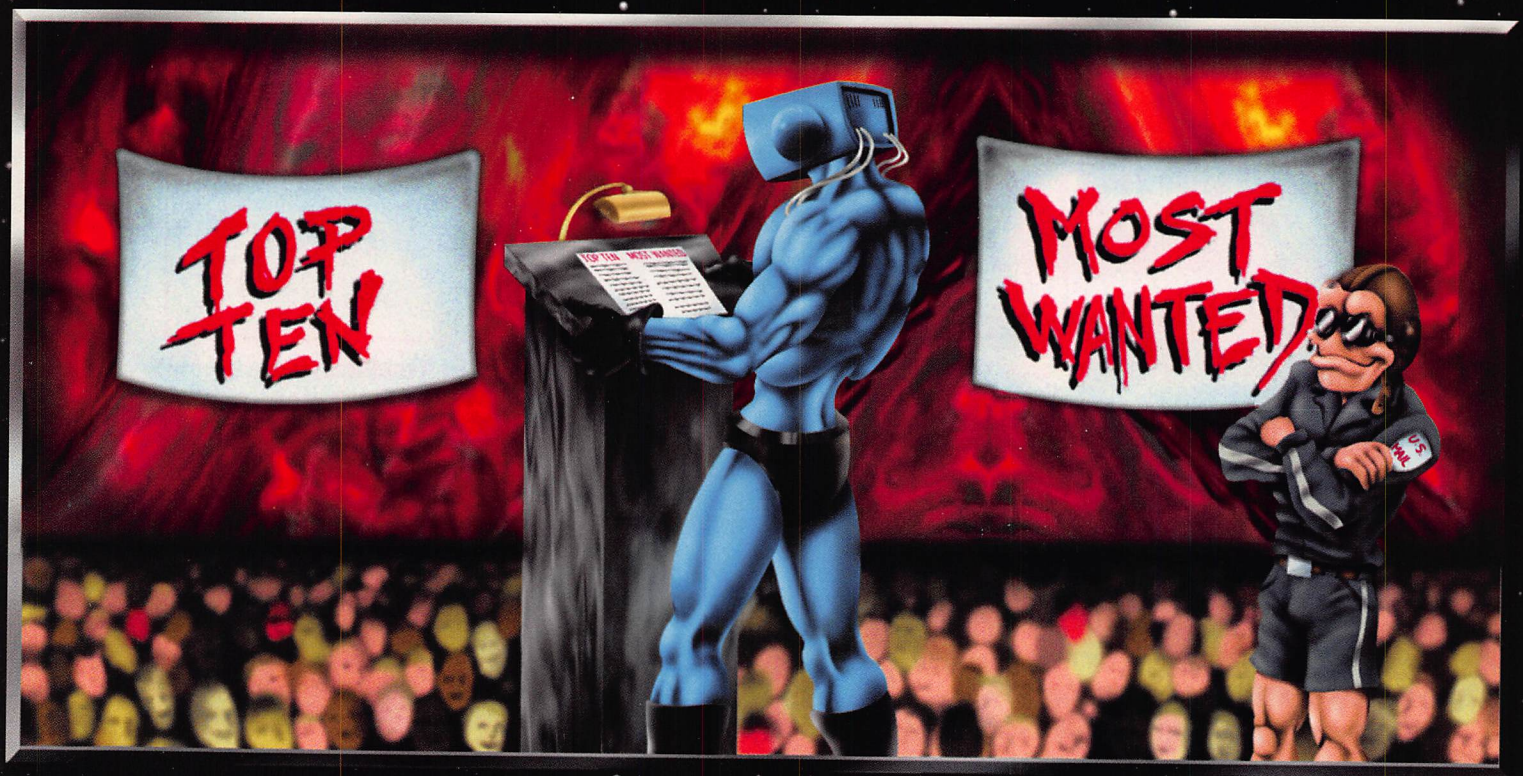
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TOP TEN

1. Mortal Kombat II - SNES
2. Super Street Fighter II - SNES
3. Final Fantasy III - SNES
4. Super Metroid - SNES
5. Breath of Fire - SNES
6. Road Rash - 3DO
7. NBA JAM - Genesis
8. Lunar - Sega•CD
9. Stunt Race FX - SNES
10. AVP - Jaguar



MOST WANTED

1. Super Street Fighter II Turbo - 3DO
2. Donkey Kong Country - SNES
3. Earth Worm Jim - Genesis/SNES
4. Samurai Shodown - Genesis/SNES
5. Phantasy Star IV - Genesis
6. Virtua Fighter - Saturn
7. Primal Rage - Jaguar
8. Lunar: Eternal Blue - Sega CD
9. Shining Force II - Genesis
10. Rayman - Jaguar

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
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First Prize: Paul Kissee of Ozark, MO
Second Prize: Greg Morgan of Garden Grove, CA
Third Prize: Joami Ancheta of Los Angeles, CA

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:
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Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

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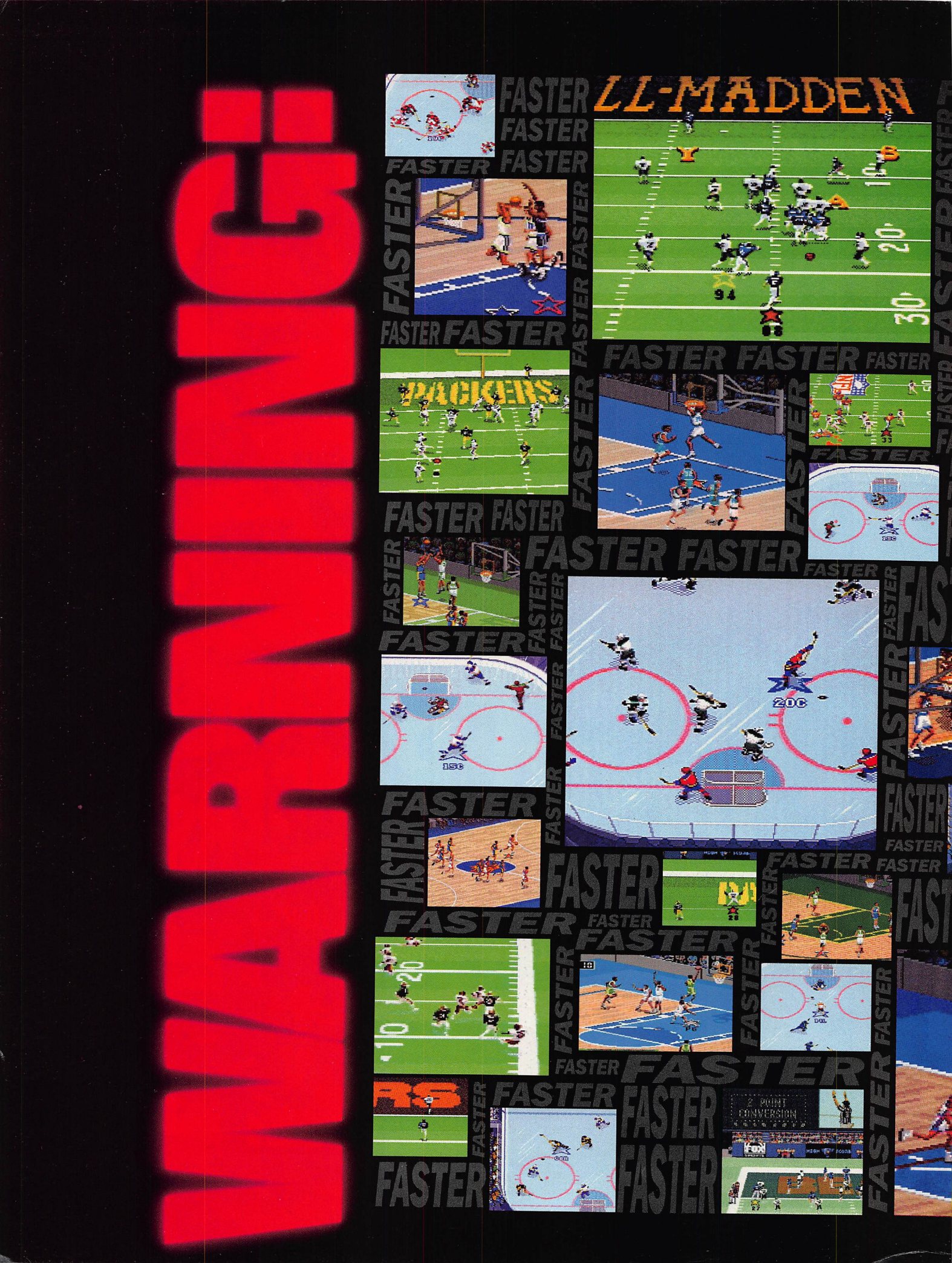


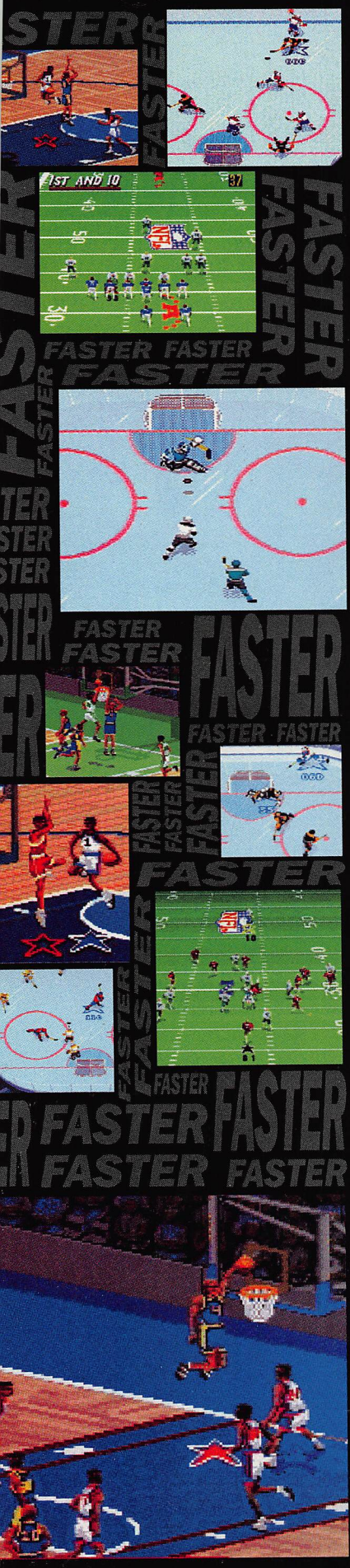


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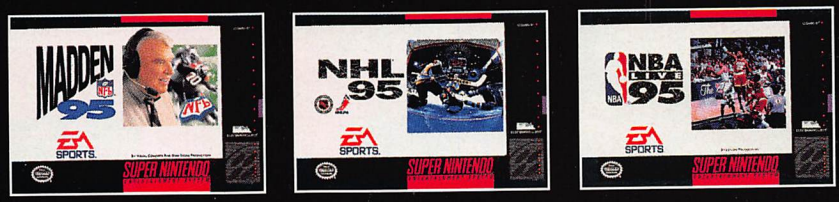
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Kyo



OROCHINAGI - D, DB, B, DB, D, DF, F, "C."

Goro



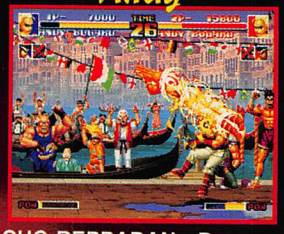
JIGOKU-GOKURAKU OTOSHI - F, DF, D, DB, B, F, DF, D, DB, B, "C" when close.

Yuri



HIEN HO-OH KYAKU - F, B, F, DF, D, DB, B, "B" and "C."

Andy



CHO REPPADAN - D, hold, DF, F, "B" and "C."

Terry



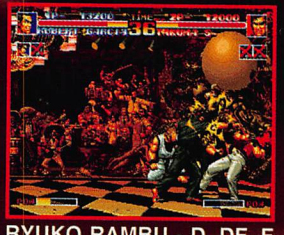
POWER GEYSER - D, DB, B, DB, F, "B" and "C."

Benimaru



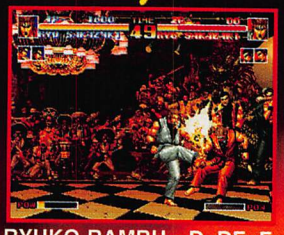
RAIKOKEN - D, DF, F, D, DF, "C."

Takuma



RYUKO RAMBU - D, DF, F, B, F, "A" and "C."

Ryo



RYUKO RAMBU - D, DF, F, DF, B, "C."

Robert



RYUKO RAMBU - D, DF, F, DF, B, "C."

Joe



SCREW UPPER - F, B, DB, D, DF, "B" and "C."

Kim



HO-OH KYAKU - D, DB, B, DB, F, "B" and "D."

King



ILLUSION DANCE - B, F, DF, D, DB, "B" and "D" when close.



Mai



CHO HISSATSUSHINOBIBACHI - F, DB, F, "B" and "C."

Athena



SHINING CRYSTAL BIT - DB, F, DF, D, DB, B, UB, "B" and "C."

Choi



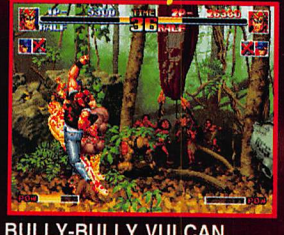
CHOZETSU TATSUMAKI SHINKU ZAN - B, hold, DB, D, DF, U, "B" and "C."

Heidern



"GO TO HELL!" - B, hold, DB, D, U, "B" and "C."

Ralf



BULLY-BULLY VULCAN PUNCH - DB, hold, B, F, "C."

Clark



ULTRA ARGENTINA BACKBREAKER - F, DF, D, DB, B, F, DF, D, DB, B, "C."

Sie



SHINRYU TEMBUKYAKU - D, DF, F, B, F, "D."

Chang



TEKKYU DAIBOSO - D, DF, F, DF, D, "C."

Heavy D!



D•CRAZY - D, DF, F, DF, D, DB, B, "C."

Lucky



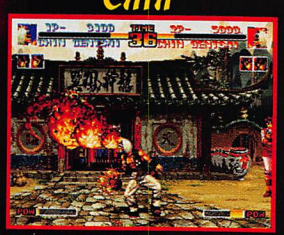
HELL BOUND - D, DB, B, DB, F, "B" and "C."

Brian



BIG BANG TACKLE - D, DB, B, F, DF, D, DB, B, "C."

Chin



GORAN ENHO - D, DF, F, D, DF, F, "C."

Eight of these moves provided by:

YOU'VE JUST BEEN DEALT A KILLER HAND.





MARVEL COMICS™

CAPCOM®

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DOOM - GENESIS 32X

DEGREELESSNESS MODE ON!

At any time during play, enter Pause, X, Z, Mode, and Up... all at the same time. You are now invincible! Note: You must have a 6-Button Pad to perform this trick.

HAPPY AMMO CODE!

While the game is paused press Up, A, C, and Mode! Note: You must have a 6-Button Pad to perform this trick.

TAKARA®



SAMURAI SHODOWN - SNES

PLAY AS AMAKUSA SHIRO TOKISADA!

At the Takara logo, press and hold A, Y, X, and then B. You'll hear Amakusa's voice. Now enter either VS or Countdown mode, then press L and R at the same time.

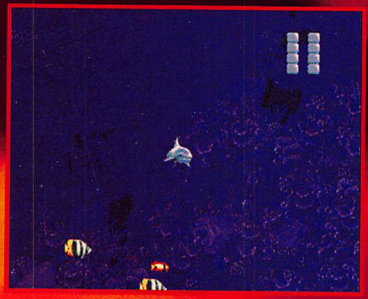
Amakusa's moves:

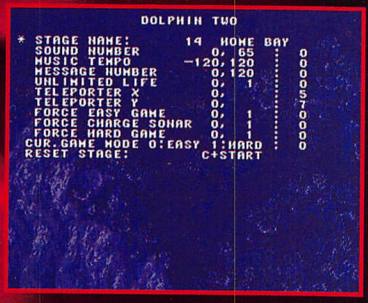
Shin Rai To: D, DB, B, Slash.
Dark Thunder: Press X, Y, A and B at the same time.
Baku En Dan: While jumping off the side of the screen, press X.
Warp Forward: D, DF, F, Slash.
Warp Backward: D, DF, F, Kick.

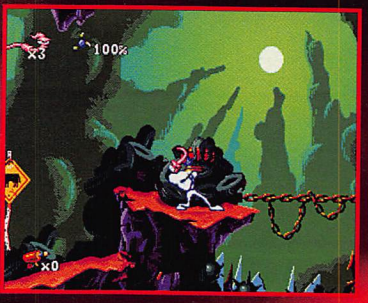
ECCO II - GENESIS

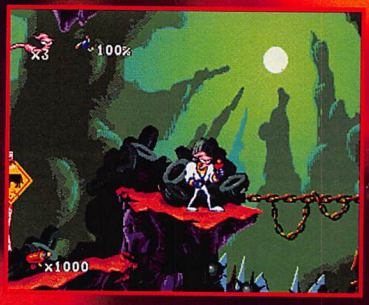
DEBUG MODE!

Simply pause the game when Ecco is turning, and enter "A, B, C, B, C, A, C, A, B." Now you can skip to any stage, make yourself invincible, listen to all the music, and much more!









EARTHWORM JIM - GENESIS

WEAPON-UP!

First, pause the game and enter "A, B, B, B, C, A, C, C." This will totally max-out your bullets... "Cheater!"

THE LION KING - SNES

STAGE SELECT AND INVINCIBILITY!

At the option screen, simply press B, A, R, R, Y... The first name of the game's main programmer, Barry Green. You'll enter a hidden menu with stage select and invincibility options!









VIEWPOINT - GENESIS

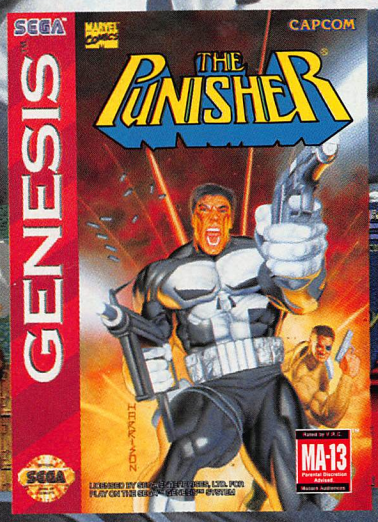
WARP ZONES!

In Stage 1: Mid-way through the stage, the enemy forms a circle in which there are four red enemies. You must annihilate all the red enemies as well as the center of the wheel and the Warp to Stage 2 will appear. The easiest way to accomplish this is to use a bomb.

In Stage 2: Again, mid-way through Stage 2 there will be two cat-like animal statues. Behind one of the cats is the Warp Zone. This will take you to Stage 3.

In Stage 4: Mid-way through the stage is some hilly/mountainous terrain. Behind one of these hills is the Warp Zone. You'll Warp to Stage 5.

EVIL CAN RUN BUT IT CAN'T HIDE.







CAPCOM MARVEL COMICS GENESIS

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DYNAMITE HEADDY - GENESIS

STAGE SELECT!

At the title screen, highlight "GAME START." Now press C, A, Left, Right, B, Start.

CHARACTER CHECK

At the title screen, highlight "OPTIONS." Now press C, A, Left, Right, B, Start. Now you can check out all of Headdy's cool animations!

SNATCHER

MIRTH & HILARITY WITH JORDAN AND METAL GEAR





For major laugh-age, enter the following unlisted names into the Jordan computer system at Junker headquarters: MICHAEL, KIMBERLEY, KIRITA, KOJIMA, SASAKI, TOGO, JEREMY, SAITOU, INAMURA, ADACHI, KUSHIBUCHI, and NOSE.

For even more laugh-age, try calling these numbers on Metal Gear Mk-II's Videophone: Sasaki - 79-6641. Jeremy - 41-6766. Togo - 44-6454. Inamura - 44-3723. Kushibuchi - 33-3333. "Isabella" - 39-6004. Cupid Love Line - 39-0910
For maximum effect, dial these numbers several times!

CRUIS'N USA - ARCADE

SECRET CARS!

To access the three hidden cars in Cruis'n USA, the Police Car, Jeep, and School Bus, simply hold down the View 2 CRUIS'N button at the car select screen, then rotate the steering wheel left or right to check out the new cars. The only vehicle that won't change is the Italia PC4.
John Hubbard, Bartlett, IL

MORTAL KOMBAT II - SNES

THE KINTARO CODE!

Up, Down, Down, Right, Right, Select. Enter this at the character select screen.

EXTRA FATALITY TIME!

Up, Up, Left, Up, Down, Select. Perform this code at the character select screen, as usual. You'll now have nearly 15 seconds to perform a fatality, as opposed to the usual three or four.
Eric Bianchi, Los Angeles, CA

SHINING FORCE II - GENESIS

ENTER THE SECRET CONFIG MODE!

At the Sega logo, quickly enter Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, B, then Start.

SHINING FORCE: THE SWORD OF HAJYA - GAME GEAR

NAME ALL THE CHARACTERS!

At the naming screen, highlight "END" and press II and Start at the same time. You'll now be able to name every character anything you'd like!

SATURDAY NIGHT SLAM MASTERS - SNES

STRANGE SURPRISE

Insert a SNES Mouse or Super Scope 6 into the 1P port of the SNES and turn the power on for a rather strange surprise!

SONIC BLASTMAN 2 - SNES

SAME CHARACTER

Simply hold both the L and R buttons on Controllers 1 & 2 as you select your characters to allow both players to fight as the same superhero!

BRUTAL - SEGA-CD

CONTROL THE BOSSES!

At the title screen, enter "C, A, B, A, Left, A" for the Dalai Llama. Enter "Up, Down, A, B, C, C, B, A, Down, Up" for Karate Croc.
Mike Winstead, Norfolk, VA

SPARKSTER - SNES

ALL LEVEL CODES!

For the following codes, "D" is the diamond, "A" is the apple, "B" is the banana and "X" is a blank space.

STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	STAGE 8
DADA	XXBB	XXDB	XXBB	DDXA	BABD	AXBB	AXAB
DABA	XXDA	XXDA	BABX	DADA	DDAX	BDDA	XBAX
BADD	AXAA	DAAX	AXDB	BXDB	BBDD	DBDB	ADAX

Dan Granett, Shin New Ground, PA

SUPER STREET FIGHTER II - GENESIS

SAME CHARACTER IN THE GROUP BATTLE MODE!

The code that works on SNES also works on Genesis - simply enter the Group Battle Select screen and press A, B, A, B, A, B, B, A on Controller 2. If done correctly, Vega will laugh. You can now pick the same character eight times. Great code, Adam, but you only need to send it in ONCE!
Adam Coleman, Chilesburg, VA

AEROBIZ SUPERSONIC - SNES

FLAG QUIZ

To enter a flag quiz, simply press Select while in the System Commands menu.

WILD GUNS - SNES

STAGE SELECT

At the player select screen, press and hold Select, then enter A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B for a stage select!



INDIANA JONES - SNES

EVERY LEVEL PASSWORD!

For the following codes, "1" represents the triangle-shaped rune, "2" the Y-looking rune, "3" the circle with little legs, "4" the E-shaped rune, and "5" is the circle with an I through it.

- RAIDERS OF THE LOST ARK
Part 1. 1214, Part 2. 4142, Part 3. 4322.
- TEMPLE OF DOOM
Part 1. 4225, Part 2. 4513, Part 3. 4235.
- LAST CRUSADE
Part 1. 5124, Part 2. 5213. Part 3, 5114, Part 4. 5254.

Dan Granett, Shin New Ground, PA

MIGHTY MORPHIN' POWER RANGERS - SNES

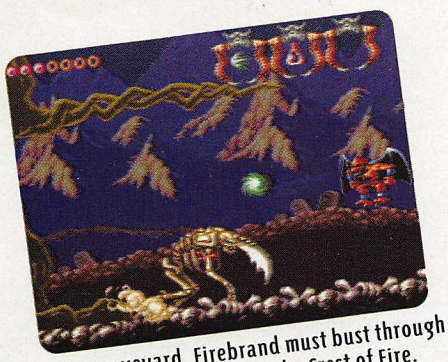
AREA AND ONE-ON-ONE FIGHTING CODES!

Area 2 - 3847. Area 3 - 5113. Area 4 - 3904. Area 5 - 1970. Area 6 - 8624. Area 7 - 2596. Two-Player One-on-One Boss Codes: 0411, 1007, 1212.
Keith White, Blaine, TN

MARKO'S MAGIC FOOTBALL - ALL SYSTEMS

LEVEL PASSWORDS!

Level 2	Haunting	Level 3	Bstoke
Level 4	Gungetnk	Level 5	Ectoplsm
Level 6	Jaws	Level 7	Garage
Level 8	Traffic	Level 9	Elf
Level 10	Krusty	Level 11	Barrel
Level 12	Crabtree		



In the graveyard, Firebrand must bust through Belth's claw to recover the Crest of Fire.



Before he may enter the Demon Realm, Firebrand must confront Somulo, the dragon gatekeeper.

ALL HELL IS ABOUT TO BREAK LOOSE.



Your spine will tingle as you enter the terrifying Ghoul Realm, where the evil Phalanx has hidden the magical, powerful stones of the Demon's Crest in his plot to form a destructive empire. Their return is up to you and Firebrand, a flame-spitting gargoyle who morphs into unique and powerful forms—each with startling attacks and powers. To restore peace, you must conquer Phalanx and his minions on seven treacherous levels by collecting weapons, gems and treasures. It's a hell of a way to have fun.

CAPCOM®



Firebrand morphs into the Tidal Gargoyle, in an effort to shoot the Holoturion snail.



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YOGI BEAR - SNES
STAGE SELECT!
At the title screen, on controller one, enter "Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down, Left, Start.
Gibson Yen, Silver Spring, MD

DUNE: BATTLE FOR ARRAKIS - GENESIS
PASSWORDS TO EVERY LEVEL FOR ALL THREE HOUSES!\

	ATREIDES	HARKONNEN	ORDOS
1.	NONE	NONE	NONE
2.	DIPLOMATIC	DEMOLITION	DOMINATION
3.	SPICEDANCE	SPICESATYR	SPICESABRE
4.	ETERNALSUN	BURNINGSUN	ARRAKISSUN
5.	DEFTHUNTER	DARKHUNTER	COLDHUNTER
6.	FAIRMENTAT	EVILMENTAT	WILYMENTAT
7.	ASHLIKENNY	ITSJOEBWAN	SLYMELANIE
8.	SONICBLAST	DEVASTATOR	STEALTHWAR
9.	DUNERUNNER	DEATHRULER	POWERCRUSH

Gary E. Mazingo IIClovis, NM

SOLDIERS OF FORTUNE - GENESIS
CODE TO BEGIN ON SECOND LEVEL WITH 30,000 COINS!
To begin on Level 2 with Navvie, Thug, and a whopping 30,000 coins, (Which will allow you to give each character 30 Lives, full Health, Skill and Weapons) enter this code: BZ2C60QRL35.
Martin Hund, Muskego, WI

• Pro-Action & Game Genie Section •

FINAL FANTASY III - SNES - PRO-ACTION
INCREDIBLE PRO-ACTION REPLAY CODES!
Want to finish Final Fantasy III in 10 hours? Just use these codes -
1.) 7E1613EE - Level 99 Experience for Terra. All characters will join the party at Level 99, too.
2.) 7E1623DE - Places the Moogle Charm Relic on Terra. This Relic will let you roam free... you'll NEVER encounter enemies except bosses! Note: Do NOT remove the Moogle Charm, as it cannot be re-equipped. Normally, only Mog can equip the Moogle Charm.
3.) 7E18691C - Gives you 255 fearsome Atma Weapons, the most powerful sword in the game... If you have 9999 HP, which you do!
4.) 7E186AD3 - Gives you 255 Offering Relics, which change the Fight command into X-Fight. X-Fight lets you strike every enemy on the screen with just one command!
Tim Fitak, Los Angeles, CA

BREATH OF FIRE - SNES - PRO-ACTION
INFINITE ENERGY: 7E104E4D
INFINITE MAGIC: 7E105258
Xavier Beswick, Brooklyn, NY

Enter the following codes for -
1.) Level 99 Experience (Defeat one enemy for Level 99)
2.) The "DrWarp" item that allows you to warp to any spot in the game.
Note: To get the DrWarp to appear, you may have to fool around with your item list, switching items' places, etc. You must also have any item in the uppermost-right spot in the items list.
1.) 7E10563E 2.) 7E514436.
For Code #2, try replacing "36" with 35, 37 or 38 for some more items that cannot be found in a normal game.
Tim Fitak, Los Angeles, CA

SUPER STREET FIGHTER II - SNES - GAME GENIE
PLAY GAME IN UP TO 10 STARS OF SPEED: F1FB-EFDF
Kuni Funada, San Diego, CA

MORTAL KOMBAT II - SNES - GAME GENIE
INFINITE TIME: 40C7-1F0A
INFINITE KREDITS: C2C4-47AA
PLAYER NEVER LOSES LIFE: C2B1-14F7 (1P) C2B5-14F7 (2P)
PLAYER IS KILLED WITH ONE HIT: DDB1-1FF7 (1P) DDB5-1FF7 (2P)
Kuni Funada, San Diego, CA

ECHOING VOICE: BA6E-EDE6
WALK THROUGH EACH OTHER: EO86-47AA
ALWAYS FIGHT SMOKE: CB6C-3D6E + D3C6-3DAE
ALWAYS FIGHT JADE: CB6C-3D6E + FDC6-3DAE
ALWAYS FIGHT NOOB SAIBOT: CB6C-3D6E + DEC6-3DAE
ALWAYS FIGHT KINTARO: CB6C-3D6E + DAC6-3DAE
ALWAYS FIGHT SHAO KAHN: CB6C-3D6E + D2C6-3DAE
William Mau, Margate, FL

MORTAL KOMBAT II - GENESIS - GAME GENIE
TIMER IS TWICE AS FAST: CVYA-BATN
INFINITE TIME: ABVT-BE64
ACTIVATE TESTING MODE IN OPTION SCREEN: RETT-A6Y6
ALWAYS FIGHT SMOKE: B4MT-BE76
ALWAYS FIGHT JADE: CCMT-BE76
ALWAYS FIGHT NOOB SAIBOT: B8MT-BE76
ALWAYS FIGHT KINTARO: BWMT-BE76
ALWAYS FIGHT SHAO KAHN: BOMT-BE76
William Mau, Margate, FL

MEGAMAN X - SNES - PRO-ACTION
ENTER FOLLOWING CODES TO GAIN THE HADOKEN FIREBALL:
7E1F-7E85 + 7E1F-99FF + 7E1F-9A20
Damon Brenner, New York, NY

VIRTUA RACING - GENESIS - PRO-ACTION
"FLIGHT SIMULATOR" EFFECT: Enter the followng codes, FFD0590046 and FFD05B0000, to play Virtua Racing with no car on the screen at all! After selecting your desired view, switch the PAR2 off. If the car ever happens to come back in view, switch the PAR2 on, and then off again. Note: This code only works in three of the four views.
Mark Glavin, S. Weymouth, MA

LETHAL ENFORCERS - SNES - PRO-ACTION
ANY WEAPON: 7E01AC0? - Replace "?" with 0 for Blaster, 1 for Flame, 2 for Seeker, 3 for Rapid, or 4 for Plasma. The same code for the second player is 7E1FBE0?.
Xavier Beswick, Brooklyn, NY

THE PIRATES OF DARK WATER - SNES - GAME GENIE
PLAYER NEVER LOSES ENERGY AND KILLS ENEMIES WITH ONE HIT:
ADA6-3F0F + DDA6-3F6F + DDA6-3FAF + 2DA6-34DF
PLAYER LOSES NO ENERGY WHEN YOU PERFORM A SPECIAL ATTACK: 82A5-1F0F
Kuni Funada, San Diego, CA

The Super Hocus Pocus Giveaway

First Prize!
The winner will receive a free game console of his or her choice. That's ANY game console; 3DO, Jaguar, Sega CD, Genesis, CDX, SNES, or Neo Geo.

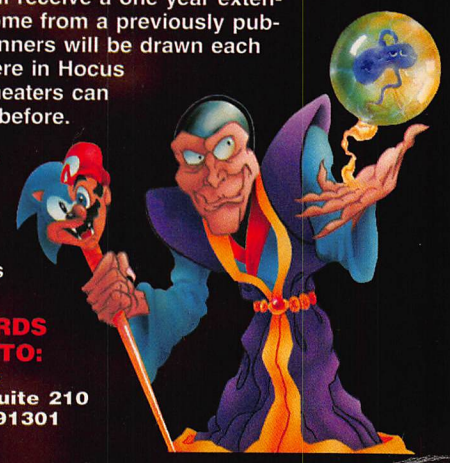
Second Prize!
Second prize will win a free GameFan T Shirt, the game of his/her choice and a one year subscription to GameFan.

Third Prize!
Third prize will win a Game Fan T Shirt, and a one year subscription to GameFan.

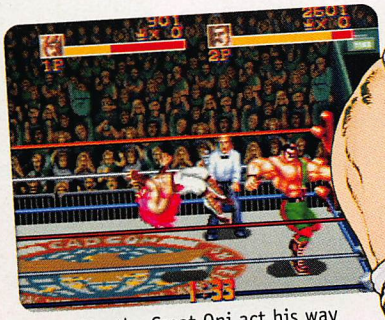
You want a bigger Hocus Pocus? We want a bigger Hocus Pocus. Announcing the biggest Tricks & Tips contest ever; *The Super Hocus Pocus Giveaway.* Send in your codes, good bad or ugly. We will choose one grand prize winner each month. (Current subscribers will receive a one year extension.) Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, a place where cheaters can prosper now like never before.

First Prize: Eric Bianchi, Los Angeles, CA,
Second Prize: Dan Granett, "Shin New Ground, PA"
Third Price: Tim Fitak, Los Angeles, CA

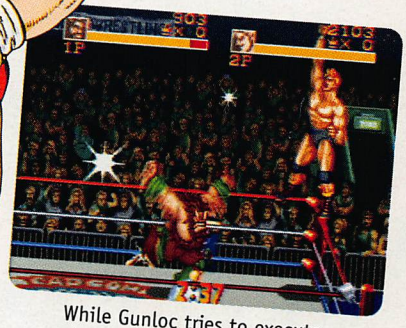
SEND YOUR CARDS AND LETTERS TO:
Hocus Pocus
5137 Clareton Dr. Suite 210
Agoura Hills Ca. 91301



Head Crushing, Bone Snapping, Spine Popping Fun.



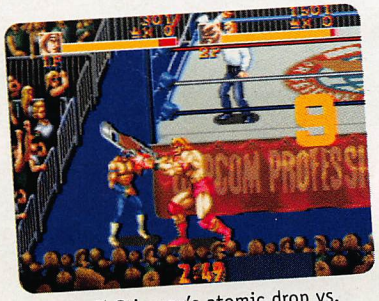
Can the Great Oni act his way out of total slam from Mike Haggar's clothesline?



While Gunloc tries to execute some jungle fever, King Rasta gets him in range for a gut crush.

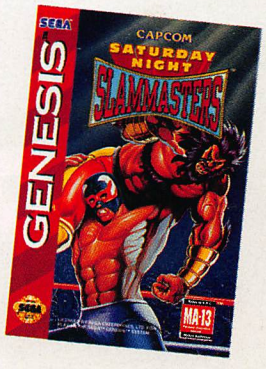
GENESIS™ SEGA™ CAPCOM®

SATURDAY NIGHT SLAM MASTERS. NOW ON GENESIS.



It's El Stingray's atomic drop vs. Biff Slamkovich's furniture pummel.

Gunloc, The Great Oni, King Rasta, El Stingray, Alexander The Grater, Biff Slamkovich, Titanic Tim and Haggar have got to be the most insane muscle-bound maniacs in the history of wrestling. So, even if you execute moves like the super suplex and flying headbutt, you still might not get out of the ring in one piece. Getting totally pummeled has never been this much fun.



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VIEWPOINT



HONESTY IS OUR ONLY EXCUSE!

VIEWPOINT CONTEST WINNER

Dale Jordan from Naperville Ill. writes...
"The first time I felt the control and heard the music in Earth Worm Jim, I knew I was in for the ride of my life! Now I ride everyday! Thank's GF for steering me in the right direction!"

GRAPHICS	10
MUSIC	10
CONTROL	10
PLAY MECH	10
ORIGINALITY	10
	100

LOADSTAR · SEGA CD · ROCKET SCIENCE · FMV · 1 PLAYER · AVAILABLE DECEMBER



SKID

It's no secret that I, and most of our staff, do not like FMV games. Tapping left and right and shooting at a movie just aint where it's at. However, if you like them, Loadstar is as good as it gets. The targets match the FMV and the movie stars good 'ol Ned. Imagine If Rocket Science put this much time and money into a platformer!

GRAPHICS	8
MUSIC	7
CONTROL	6
PLAY MECH	5
ORIGINALITY	9
	79

NICK ROX

ANOTHER ONE?! No! This isn't fair. Who actually thinks we like FMV games? What "demographics" show this?? Yeah, Loadstar's a grainy 64-color FMV shooter, and it's the best of 'em, but that ain't saying much. Can you believe $20M was just poured into this company?? Can you believe there are two sequels in the works?? Poor Ned.

GRAPHICS	8
MUSIC	7
CONTROL	6
PLAY MECH	6
ORIGINALITY	9
	65

TAKAHARA

Rocket Science has led the planet in promotional/PR editorial over the past year. Now, we have their first game; Loadstar-"Siliwood's" first full functioning movie game. Technologically, the project is fantastic-a great movie, unfortunately it has "Sewer Shark" gameplay. Loadstar is probably about as good as this type of game is going to get. But the one-dimensional gameplay is not going to keep anyone interested for very long.

GRAPHICS	9
MUSIC	8
CONTROL	7
PLAY MECH	6
ORIGINALITY	9
	73

SNATCHER · SEGA CD · KONAMI · CYBERPUNK ADVENTURE · 1 PLAYER · AVAILABLE DECEMBER



Snatcher in the US...thank you Konami, for being a GAMERS company. Snatcher is simply put, the only game of its kind ever made available in the US. You'll find ungodly carnage, the greatest story ever, and an interface that is just the coolest in Snatcher. It's just pure quality. NO Sega CD owner (over 17) should be without it.

GRAPHICS	9
MUSIC	8
CONTROL	N/A
PLAY MECH	N/A
ORIGINALITY	10
	90

OH YEAH BABY! Here it is... the ultimate Sega-CD. We get, er, say 90% of the PC-Engine original's sex 'n' gore, totally new shooting sequences, perfect voice acting, rockin' art, incredible music, and the most involving videogame storyline ever. You must buy this game now!

GRAPHICS	10
MUSIC	10
CONTROL	N/A
PLAY MECH	N/A
ORIGINALITY	10
	100

When this game came in everyone here went nuts, "it's Snatcher, with all the gore, no way!" I had no idea what they were talking about. A few days later after experiencing the game, I knew exactly what they were talking about! Wow, this is the best game of its kind, on any system. Konami deserves a big round of applause!

GRAPHICS	8
MUSIC	8
CONTROL	N/A
PLAY MECH	N/A
ORIGINALITY	9
	90

VIEWPOINT · GENESIS · AMERICAN SAMMY · 16MEG · ISOMETRIC SHOOTER · 1 PLAYER · AVAILABLE NOVEMBER



VP slows down a bit and does have a touch of flicky, but it's amazing it is here at all. This is a great shooter in every way. Huge bosses, smooth polygons, and excellent tunes, make Viewpoint the Genesis shooter to own this year.

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	9
	85

Finally, Sammy's incredible Neo•Geo shooter comes home... but is it a good translation? Well, let's just say it's the best possible translation given the Genesis' limitations. Taken alone, it's one of the best Sega shooters ever, and taken as a translation it's more than adequate. A great job.

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	9
	80

Imagine Rosseanne trying to fit in to Kim Bassingers clothes... on second thought, don't. You get my drift. Sammy actually got the whole Neo-Geo game into a Sega cart. Sacrifices were made of course, but the game still feels the same. Musta' been a helluva' crowbar!

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY MECH	8
ORIGINALITY	8
	88

PITFALL · GENESIS · ACTIVISION · 16MEG · ACTION PLATFORM · 1 PLAYER · AVAILABLE NOVEMBER



Pitfall is one of the more unique and fun platformers I've played this year. Its Aladdin quality animation, teamed with mega play mechanics, amazing backgrounds, and realistic sound effects, make Pitfall an adventure every Genesis owner should take. The legend continues!

GRAPHICS	9
MUSIC	8
CONTROL	7
PLAY MECH	10
ORIGINALITY	9
	90

Being too young to have appreciated the original Pitfall, (Just as reference for this game, I tried it... people actually PLAYED stuff like that?!) I must say that this updated version is incredible, with effects never before seen, great jungly music and incredible animation. The only thing I didn't like was how Gumby the main character's control was.

GRAPHICS	9
MUSIC	8
CONTROL	7
PLAY MECH	9
ORIGINALITY	9
	84

Even if you weren't around to enjoy the first generation of gaming, you are going to love Pitfall, the Mayan Adventure. This game has it all; beautiful graphics, addictive, "Aladdin" style gameplay, and an Indiana Jones style adventure that is long and involving. For those of you who did play the original, Activision has a BIG surprise for you (look for the scorpion)! A great game that will surely give Activision its first 16-bit hit.

GRAPHICS	9
MUSIC	7
CONTROL	8
PLAY MECH	9
ORIGINALITY	9
	93

BATMAN AND ROBIN · SNES · KONAMI · 16MEG · ACTION PLATFORM · 1-2 PLAYER · AVAILABLE DECEMBER



Wow! Now this is what action/adventure is all about! In EVERY category Batman and Robin delivers. The graphics, sound, and especially the level design are pure genious. Special effects are waiting around every corner! Konami does it again!

GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	8
	95

What's up with Konami?! Don't they just rock?! Once again they deliver with the ultimate SNES action adventure title. It's in here... the animation, the special effects, and perfect tunes. Even if you don't care a whit about Batman (like me) this is a must-buy.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAY MECH	9
ORIGINALITY	8
	97

This game is a fantastic adaptation of the animated series. It has variety, a wide range of utility belt goodies and is very challenging. All of the animated baddies are here, from Poison Ivy, Scarecrow and Two-Face, to the Riddler, Penguin, Catwoman and the Joker. Great graphics, Elfman music and classic Konami special FX add up to the best SNES Batman.

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	9
	93

X-MEN · SNES · CAPCOM · 16MEG · ACTION · 1 PLAYER · AVAILABLE DECEMBER

X-Men, X-Men, X-Men... enough! These aren't even cool characters. Plain and simple run-of-the-mill side scrolling arcade action is all you'll find here. The graphics are of course great, but I've been down this road too many times. Why doesn't Capcom make a platformer with the SF2 cast? Go with a winner... your winner, Capcom!

GRAPHICS	8
MUSIC/VOICE	7
CONTROL	8
PLAY MECH	7
ORIGINALITY	7

75

Excuse me? Uh... this is CAPCOM we're talking about here?? This game deserves a hearty "NO." It's not just the hyper-lame characters, it's the chunky control and the painfully boring Mega Man X tunes. Sure, everything looks great, but that ain't enough to make a game. X-Men fans may dig it though.

GRAPHICS	8
MUSIC	6
CONTROL	8
PLAY MECH	7
ORIGINALITY	6

70

If you're into straight forward arcade action, who better to call than Capcom. They've made a ton of 'em. This one features the X-Men who are very well represented. It just seems like it's about a year too late. With guys like Spawn and The Violator around, this bunch seems like old news. X-Men fans only on this one.

GRAPHICS	8
MUSIC	8
CONTROL	8
PLAY MECH	7
ORIGINALITY	7

78



R-TYPE 3 · SNES · JALECO · 16MEG · SHOOTER · 1 PLAYER · AVAILABLE DECEMBER

Finally, another SNES shooter! When Irem died they left behind one awesome shooter and Jaleco came up with it. R-Type 3 is the best of the series and should not be missed by any shooter fan. The new power-ups and special effects make this an all new journey through the shooting legend... R-Type!

GRAPHICS	8
MUSIC	8
CONTROL	8
PLAY MECH	8
ORIGINALITY	8

85

YES! It's about time. Being one of the apparently few shooter fans left, this game is like a voice from heaven. It's got everything that makes a great shooter tick - cool special effects, rockin' music, nine different weapons and perfect control. It's just too hard.

GRAPHICS	9
MUSIC	9
CONTROL	8
PLAY MECH	8
ORIGINALITY	8

90

Next to the sterling Thunder Force 4, this is the best side-scroll shooter I've played in a long time. What happened to this great genre? I hope 32-bit brings the side scroll shooter back, It sure felt good to fly again. Good call Jaleco.

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECH	9
ORIGINALITY	8

89



GHOUL PATROL · SNES · JVC · 8MEG · ACTION ADVENTURE · 1-2 PLAYER · AVAILABLE DECEMBER

Not the same name, not the same game. This sequel is missing one thing...the original programmers! The result is a slower (and a bit sloppy) but still amusing overhead zombie romp. It's not as good as the first but it's still the only game of its kind in the SNES line-up. Hey, its Halloweeny time too!

GRAPHICS	8
MUSIC	8
CONTROL	7
PLAY MECH	8
ORIGINALITY	8

79

Another resounding "NO" for the SNES this month, it seems as if one time was the charm for this zombie-laden title. Great concept, amusing graphics, good music, horrible gameplay... is it worth it?

GRAPHICS	8
MUSIC	9
CONTROL	6
PLAY MECH	8
ORIGINALITY	8

70

When the prequel to this game came out last year, it was one of the most talked about games at GF. Now, a year later, JVC attempts to do nearly the same thing, without the original team. The game is OK, especially with Halloween here, and the new big 'ol bosses are cool, but the control is off and a year's gone by.

GRAPHICS	8
MUSIC	8
CONTROL	5
PLAY MECH	8
ORIGINALITY	8

78



MICHAEL JORDAN IN CHAOS IN THE WINDY CITY · SNES · EA · 16MEG · ACTION · 1 PLAYER · AVAILABLE DECEMBER

So, Mike's Baseball career is sort of a sleeper, his video game debut is surprisingly good. Windy City is a good game! The mix of freaks and mongloids with basketball really works well. Slam them ghouls with a monster dunk or wing a fireball upside their head. Great graphics, cool tunes, cool game. EA-EA-oh!

GRAPHICS	8
MUSIC	8
CONTROL	7
PLAY MECH	8
ORIGINALITY	9

82

What's up with all these b-ball stars appearing in decidedly un b-ball games? Take out mutants with flaming basketballs and save your teammates. Right. MJ:CITWC features good graphics, control, and music, but I feel these programmers were wasted on such a strange license.

GRAPHICS	8
MUSIC	7
CONTROL	8
PLAY MECH	7
ORIGINALITY	8

79

I give credit to EA for having the courage to branch out with their MJ license and attempt something other than a basketball game. "Chaos" has all of the elements for a strong A/P title; good graphics, loads of power-ups and some nice special FX, but it's not substantially different from anything you've played before. You may want to rent before you buy.

GRAPHICS	8
MUSIC	7
CONTROL	8
PLAY MECH	7
ORIGINALITY	8

74



DOOM · 32X · SEGA · 24MEG · 3D ADVENTURE · 1 PLAYER/2 PLAYER LINK · AVAILABLE NOVEMBER

The 32X has the stuff! Whoa!, it's a Sega game with color... and fast, smooth scaling! The tunes kind of lay there and die, but that's the PC talkin'. For the money, the 32X is THEE system to own right now, this version of DOOM is great! Thank's Id, part 2 please.

GRAPHICS	8
MUSIC	6
CONTROL	9
PLAY MECH	9
ORIGINALITY	9

90

I'm become accustomed to seeing new systems come out with the most horrible "games" imaginable, but the 32X is the complete opposite! With Doom, you get about 75% of the PC original's greatness (er, not counting the BGM) for a tenth of the price. Hey... I'm there!

GRAPHICS	9
MUSIC	5
CONTROL	9
PLAY MECH	9
ORIGINALITY	9

87

The 32X comes out of the shoot with a surprisingly good translation of the monster PC hit. The texture mapping, speed and addictive gameplay that characterized the original have made the conversion essentially intact. Not bad, especially when you consider that you can have 32X Doom for $169 plus the cost of the game (the PC I play the original on cost $3K!). This is a required purchase for lucky 32X owners.

GRAPHICS	9
MUSIC	7
CONTROL	9
PLAY MECH	9
ORIGINALITY	9

84



VIRTUA DELUXE · 32X · SEGA · 24MEG · DRIVING · 1-2 PLAYER · AVAILABLE NOVEMBER

Am I at the arcade? No, I can't be, this game has better tracks! HUGE polygons, scaling so fast and so smooth...and color!! YES!! VR DLX even has coin-op quality sound! And the new stock car leaves the F-1 in the dust! This is the first game? Oh my.

GRAPHICS	10
MUSIC	9
CONTROL	10
PLAY MECH	9
ORIGINALITY	9

96

This IS the arcade game, but it ain't that simple... did I mention new cars and kick-ass new tracks? How about all of the arcade's music, color and hyper-smooth polygons? Yup, it's in there...

GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECH	9
ORIGINALITY	9

96

As good as the SVP version of VR was, the "Deluxe" 32X game makes it look like old technological news. The new courses and vehicles really increase the depth and long term play value of the game, and most of the polygons, music and color have made the translation as well. With VR Deluxe, Doom and Star Wars, Sega's mini-32 is off to a great start!

GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECH	9
ORIGINALITY	9

94



STAR WARS ARCADE · 32X · SEGA · 24MEG · 3D SHOOTER · 1-2 PLAYER · AVAILABLE NOVEMBER



Yuk, Taz tunes...Yeah! Smooth fast polygons, pinpoint control, two views, and fast fun gameplay. I'll excuse the tunes because the sound effects are great and I know they had to rush. Star Wars is VERY close to the EXPENSIVE coin-op. Sega delivers.

GRAPHICS	9
MUSIC	5
CONTROL	9
PLAY MECH	7
ORIGINALITY	8

87

You want the arcade game? You got it. You want "off the tracks?" You got it. You want seamless, smooth scaling? You got it. You want Ackbar, the amazing alien from New York? Hey... you got him too!

GRAPHICS	9
MUSIC	4
CONTROL	8
PLAY MECH	7
ORIGINALITY	8

85

You can't help but be impressed with the 32X version of Star Wars. Can the in-game music, and you've got a dead-on version of the arcade game. The polygon graphics and speed of gameplay will have you looking for the coin-slot, but the difficulty setting of the game may have you a little frustrated...it's insanely challenging, but definitely worth the effort!

GRAPHICS	8
MUSIC	6
CONTROL	8
PLAY MECH	7
ORIGINALITY	7

89

COSMIC · 32X · SEGA · 24MEG · FIGHTING · 1-2 PLAYER · AVAILABLE NOVEMBER



Cosmic has three things I really like. It zooooms, has SF2 style moves, and it has rockin' tunes. The graphics could be better (it's a little chunky) but overall it's a great first effort. Most importantly, it's fun. Playing with all the moves in relation to the armor is a cool feature.

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECH	9
ORIGINALITY	9

80

An excellent first fighter for the 32X... smooth Art of Fighting scaling, cool multi-jointed characters, great color, insane moves and an innovative armor system. Playing this makes me dream of Darkstalkers...

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAY MECH	9
ORIGINALITY	9

79

I don't really like fighters that much but Cosmic Carnage really grabbed me. This is a very unique game, in fact it's unlike any other fighter I have ever seen. The characters are drawn very well and each has a distinct alien personality, and accompanying special moves. I think the dose of sci-fi is what drew me in, and then the zooming and great play kept me going.

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY MECH	8
ORIGINALITY	9

89

CLUB DRIVE · JAGUAR · ATARI · 16MEG · DRIVING · 1-2 PLAYER · AVAILABLE DECEMBER



Club Drive took nearly a year to surface and ends up an interesting, but empty game. The car is devoid of animation and none of the play choices are much fun. Some nice static screens and smooth play help, but besides cruising around the house, this cart is the equivelant of a sleeping pil, zzzzz.

GRAPHICS	7
MUSIC	4
CONTROL	5
PLAY MECH	7
ORIGINALITY	9

69

64-BIT POWER! Finally, a title that showcases the Jaguar's incredible polygon rendering abilities... not! I'd think that a game that's been on the release schedule for a year now would be a tad better than this heap. Don't go near it, unless you're VERY brave...

GRAPHICS	7
MUSIC	2
CONTROL	5
PLAY MECH	6
ORIGINALITY	9

60

What Happened?!? Club Drive looked like it was going to be one of the most unique, fun to play games on the Jag, and then someone fumbled on the goal line! The play mechanics are so simple that it's a little embarrassing. On the Game Boy, Lynx or Game Gear...maybe. But, on Atari's 64-bit powerhouse? And the simple, 16-bit polygons don't save it graphically, so the whole project just kind of comes apart at the seams.

GRAPHICS	7
MUSIC	6
CONTROL	6
PLAY MECH	7
ORIGINALITY	9

64

CHECKERED FLAG · JAGUAR · ATARI · 16MEG · RACING · 1-2 PLAYER · AVAILABLE DECEMBER



Checkered Flag may be nice to look at, (very nice) but it's a pain to play. The control sucks. You can choose only five drones (five less than the Lynx version!) and they constantly ram you, sending you flipping like a brick. I expected so much more from this game, especially with the Jag's power. I did the math and came up with...

GRAPHICS	8
MUSIC	7
CONTROL	5
PLAY MECH	8
ORIGINALITY	6

70

This is REBELLION, the creators of AVP? Wha?? Muddy control, absurd AI and incredibly frustrating play add up to an extremely flat racer that the supposedly inferior Virtua DLX runs circles around.

GRAPHICS	8
MUSIC	7
CONTROL	4
PLAY MECH	8
ORIGINALITY	5

65

This is more disappointing than Club Drive! No control, no texture mapping, no gameplay, opponents that look like little Hot Wheels (TM) zooming past you-only to wait for you down the road apiece...blecchh! The Genesis version of VR absolutely blows CF away. This is a major disaster. And, with only a handful of games coming for the Jag this Christmas, Atari can't afford to make this kind of mistake. I like the Lynx game better.

GRAPHICS	8
MUSIC	7
CONTROL	4
PLAY MECH	8
ORIGINALITY	6

62

NOVASTORM · 3DO · PSYGNOSIS · 3D SHOOTER · 1 PLAYER · AVAILABLE DECEMBER



Novastorm, known in these parts as Scavenger 4, is simply put, the most butt-kickin 3D shooter available today. The FMV is pure Sci-Fi and the bosses are so impressive that you won't believe your eyes. The tunes are a little freaky, but this is the BEST shooter you can buy for your 3DO.!

GRAPHICS	9
MUSIC	7
CONTROL	8
PLAY MECH	7
ORIGINALITY	8

90

The showcase Marty game Scavenger 4 comes to the 3DO in style, bringing with it better color and visual effects but losing a bit of the screen and the incredible music. Who cares, though... sure, it's an FMV shooter but it's the best one ever.

GRAPHICS	9
MUSIC	7
CONTROL	9
PLAY MECH	7
ORIGINALITY	9

89

No question about it, Novastorm (Scavenger 4) is the best FMV shooter to appear on any system. It is so good that, for a little while, I was beginning to question whether or not it was an FMV game. The backgrounds are just interactive enough to have you believing that you are flying in a real-time environment, and the cinematic touches during play give you a real sense of playing within a movie-good stuff!

GRAPHICS	9
MUSIC	6
CONTROL	8
PLAY MECH	9
ORIGINALITY	9

89



VIEWPOINT GAME OF THE MONTH: V.R. DELUXE

GAMEFAN REVIEWERS CHOICE: GUARANTEED AWESOME!



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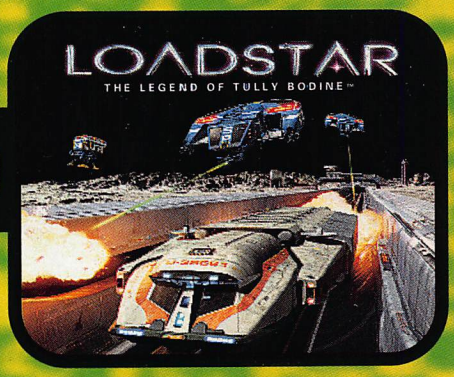
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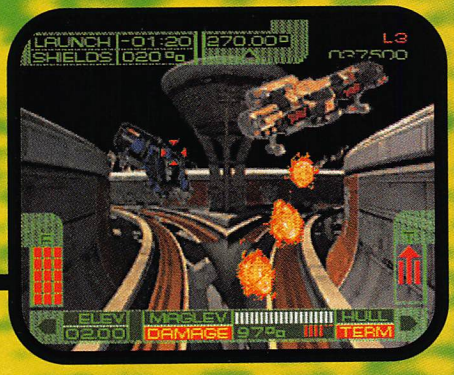
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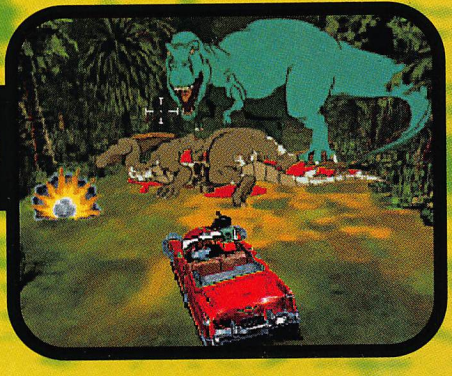
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THE ADVENTURES OF MONITAUR

THE SCENE: TEAM GAMEFAN'S CONFERRENCE ROOM WHERE, A SHORT WHILE AGO, THESE MEMBERS FOUGHT THE BIZZARE BATTLE AGAINST BLOWMEISTER AND HIS DEVOTED MUTATED MINIONS.





WELL, LET'S JUST HAVE A LOOK AT KID-FAN'S VERY OWN MEMORY HIGHLIGHTS...














AND AS THESE HIGHLIGHTS WILL SHOW, THE FIGHT CONTINUED TO ONLY GET WIERDER..
MR. GOO VS THE RAT
RAT BITE
AAAAH
GLITCH!
FLING
KINDA SUFFOCATIN' AIN'T IT?
SAUSAGE LINKS
SLAP
POSTMEISTER VS PIGGLET
POSTAGE STOMP!
SGT. GAMER VS BILLY GOAT
SGT. GAMER
OOF
SGT GAMER
KRAK
AND FINALLY..
SO, MONITAUR, IT'S JUST DOWN TO YOU AND ME. AND YOU WILL GO DOWN!
GIVE IT YOUR BEST SHOT, 'COW'BOY!


PONG
RIIIIP!
AAAHA
OKAY. I NOW HAVE JUST ONE QUESTION...
SPURT SPURT
IS HE DEAD THIS TIME, TERRY?! HUH, IS HE?!! IS IT OVER?!!
HEY, YOU CAN'T INTERUPT A FLASHBACK!
WELL, ENOUGH ALREADY. WE'VE BEEN FIGHTING THIS BLOWMEISTER FOREVER! CAN WE GET ON WITH OUR LIVES NOW?!
CAN YOU JUST LET HIM STAY DEAD?! I THINK WE DESERVE A REWARD!
I'LL SEE WHAT I CAN DO
SOON...
ENJOY!
DROOL
DROOL
DROOL
MILK
O.K. DIG IN! SEE YA NEXT TIME.
'94
Wolfinger

SONIC THE HEDGEHOG™ TRIPLE TROUBLE

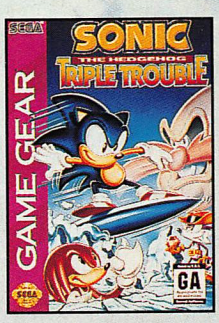


Knock heads with Knuckles™! This nasty echidna wants the whole enchilada – and he'll stop at nothing to get it! Can your new Strike Dash stop him?

Dive in! The action goes aquatic when you set sail with Tails™ in the underwater Sea-Fox! At last, a cure for that sinking feeling!

Jet jam! Shred heavily on Sonic's™ new jet skateboard, perfect for both snow and water! Now that's travelling!

Triple the action, triple the thrills, only on SEGA™ Game Gear™!



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CLAY FIGHTER 2





AND WE'RE TAKIN' IT TO THE STREETS.

There ain't nothin' you can do to us. We've been punched, crunched, spit on and drug through the dirt. We're badder than bad. We seen it all and done it all...so turn your cute little karate self around and disappear before we get nasty.



Official Nintendo Seal of Quality

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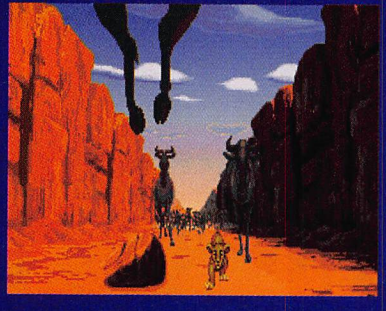
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In Level One, the Hyenas Laughed at Me.

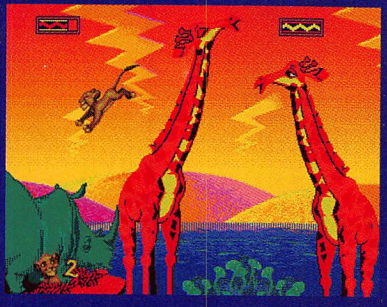


THE LION KING

So you want to be king? Then you better start roaring, because you're going to have to claw your way through nine nasty levels of



fang-bearing hyenas, charging wildebeests and dive-bombing vultures, just to get the chance to battle your evil uncle Scar. And he's one bad cat. Fortunately,



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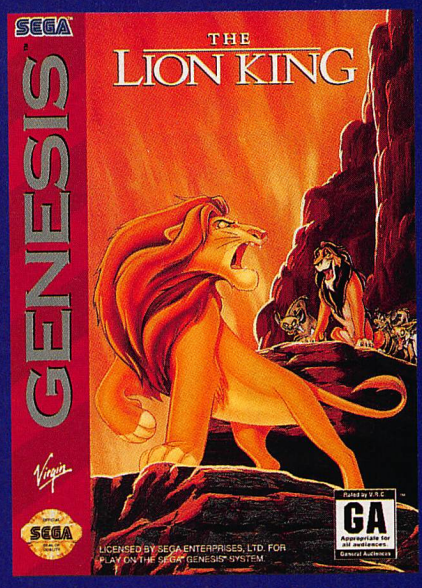
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In level ten, they stopped laughing.

it's only a game. Unfortunately, it's in Digicel™ animation. Which means you're going to feel every bump, bruise and blister between you and the throne.





See THE LION KING this holiday season at a theatre near you.

Virgin

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Available for Sega™ Genesis™ and Super NES®

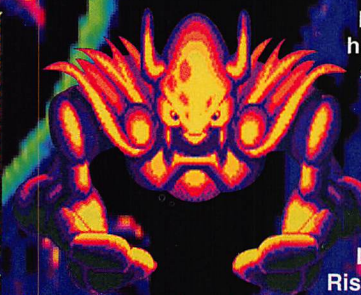
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SEGA SECTOR































Here's a game that I guarantee will have a huge "REDUCED PRICE!!" sticker on its ugly American cover just a couple months after its release. Why? It's bound to be one of those Sega games that fall into a group containing unadvertised instant classics like Gunstar Heroes, Landstalker, and Ranger-X. Yes, Ristar is gonna be a title that Sega of America considers filler while they heavily advertise other titles like Ecco 2 and Taz... but hey, at least they're releasing it.

Ristar is one of the best Genesis action-platform games I've ever played. For me, it's even better than Gunstar, and it blows away Sonic & Knuckles, Headdy, Pulseman, and any of the other ground-breaking Sega action games. Why? Well, for starters, Ristar is the coolest damn character I've ever seen! His method of attack are his elastic arms that he can use to kill enemies, grab walls and items, swing around poles... the list is endless. To top it all off the control is utterly, thoroughly, completely 100% rockin', and the music is without a doubt the best Genesis music ever written.

This cartidge's backgrounds are filled with effects that you actually HAVE NOT SEEN BEFORE, like amazing tranparencies (and I don't mean a colored pixel, then a blank one, then a colored one... I mean SNES-caliber REAL transparencies) insane six-layered backgrounds, and the most bitchin' artwork ever seen in a Genesis title... and this system is six years old?

This game has no faults. The only thing that bothered me about Ristar had nothing to do with the game itself, but the fact that 16-Bit lasted only half the time that 8-Bit did. I mean, programmers are still learning new tricks, as evidenced by this game and many others... it's painful to let 16-Bit go with games like Ristar still being developed. Anyway, you can count on lots of Ristar coverage right here up until its '95 release!

- Nick Rox

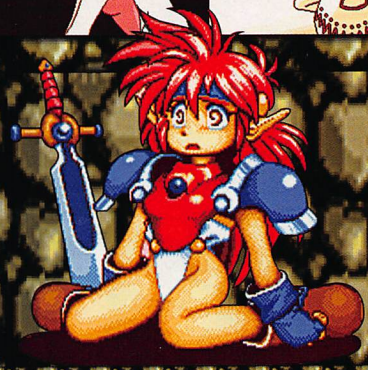
SEGA 16MEG AVAILABLE JANUARY PREVIEW



Ristar



MAGICAL POPFUL MAIL FANTASY ADVENTURE

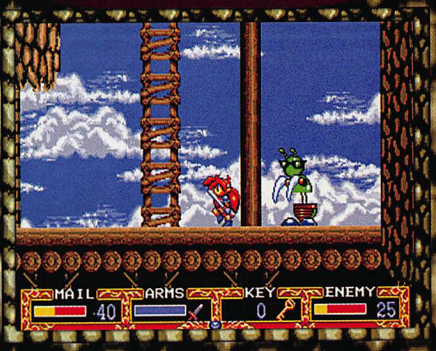












Last year, Japanese gamers longing for an action/RPG for the Mega CD (to date there is only one), got treated to a little gift from Falcom, (the people responsible for such masterpieces as Y's) called Popfulmail. I of course wasted no time in snagging an import and thoroughly enjoyed the game. In fact, I reviewed it right here and expressed how nice it would be if a co. like Working Designs would pick it up for distribution in the US. Coincidentally, they were already doing just that. And now, after re-recording the voice tracks, enhancing the graphics, and re-mixing the music, Popfulmail is ready to go. First, let me say that this is the best game to surface for the Sega CD since Lunar (also from Working Designs). Popfulmail is a great game in every way. Characters interact by really talking to each other, it has rich color, fantastic music and it's a long challenging game. The story follows a girl called Mail, a wiry tomboy who instead of settling down is trying to get filthy rich as a bounty hunter. The problem is, her bounty hunting skills suck. In fact, she's never caught anyone! But she's not giving up, and now it seems that her luck is about to change. Tatt and Gaw are along for the ride on this adventure and with their varying skills, Mail's chances are better than ever! We'll have the full review next month. *-E Storm*



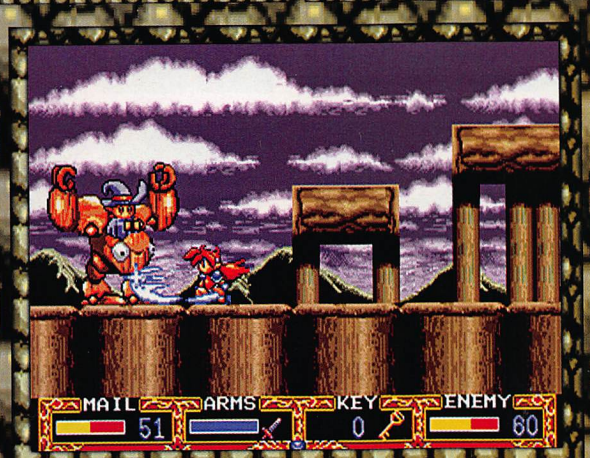








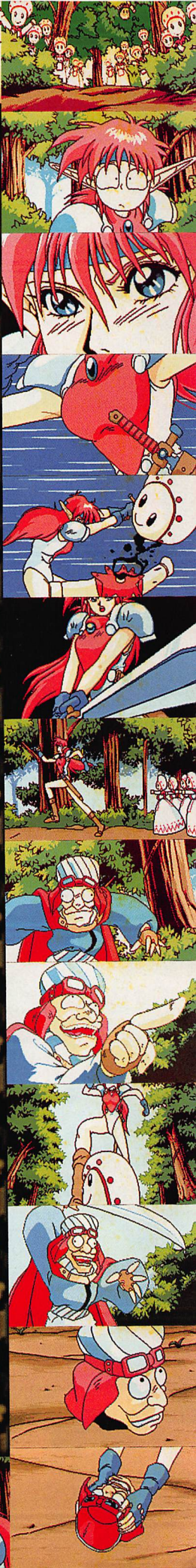


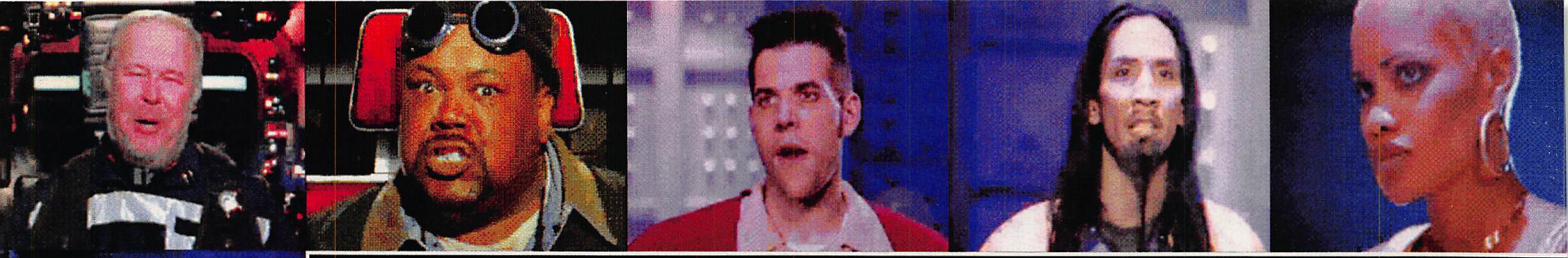




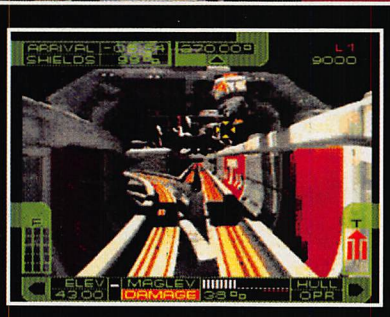




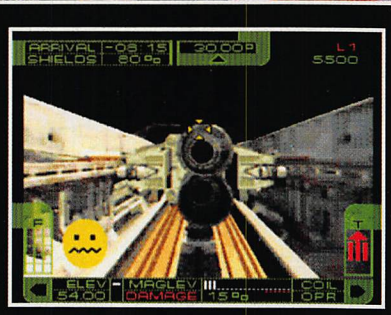














LOADSTAR

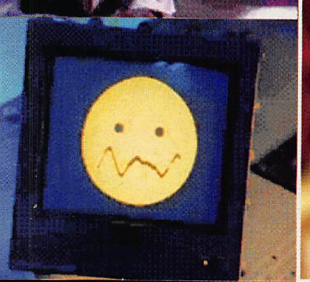
The Legend of Tully Bodine

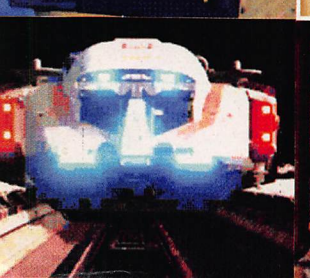
Rocket Science has been hard at work over the past year, readying their initial titles for launch on Sega CD and other platforms. A few months back, we profiled Rocket Science and the groundbreaking work that they were beginning to do. Loadstar is the first out of their gate and it shows a promising future for the folks at RS. Loadstar is, unquestionably, the best game of its kind. "Its kind" is the give it a screenplay, get some actors, roll the cameras and...oh, yeah throw in a game-of the type that we have, historically, not been the biggest fans of at GameFan. However, Tully Bodine and the gang give us a VERY professional, cinematic presentation that features, among others, Ned Beatty ("SOOOEY!!!", "I'm coming Mr. Lu-ther") as Bodine's nemesis and a host of other characters-dropped into a futuristic storyline involving interplanetary trucking and illegal camels!? Who says originality doesn't exist in today's video games? The quality of the video is absolutely outstanding (to the level of 3DO...well, from a distance anyway) and the storytelling is among the best seen in any Sega CD game to date. The only problem is that the gameplay doesn't feature the depth of the story. Your job, as Tully Bodine, is to escape from the planet surface by piloting the Loadstar through the planet's futuristic railway system, avoiding the Sheriff (Beatty) and his men, other vehicles and different drones that are attempting to end your flight. It's basically a shooter on rails, with one of the key differences being that, at intersections, you can control the direction of the Loadstar. Although the gameplay isn't particularly deep, the game is far more interesting than titles like Sewer Shark, Tom Cat Alley or Night Trap. And if you like this game, get ready for more-Loadstar is the first part of a planned trilogy. You and those camels are going to be traveling for some time to come! - *Talko*

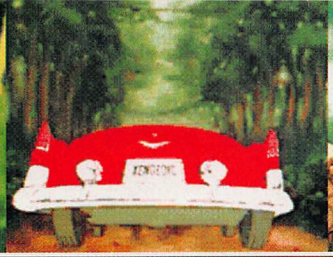


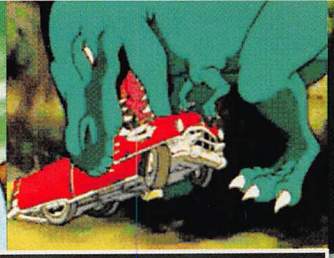




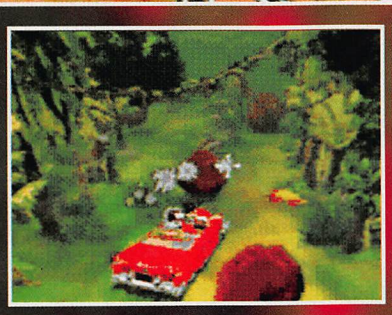
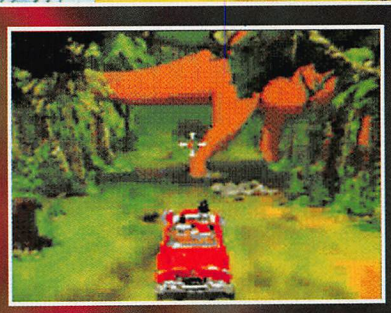






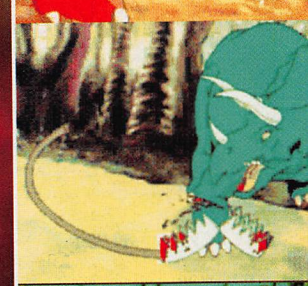


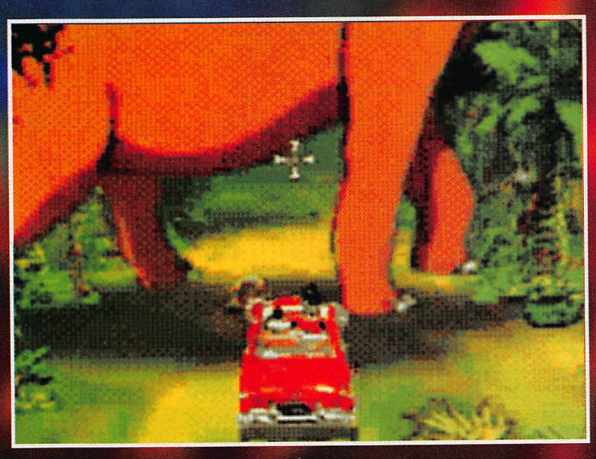
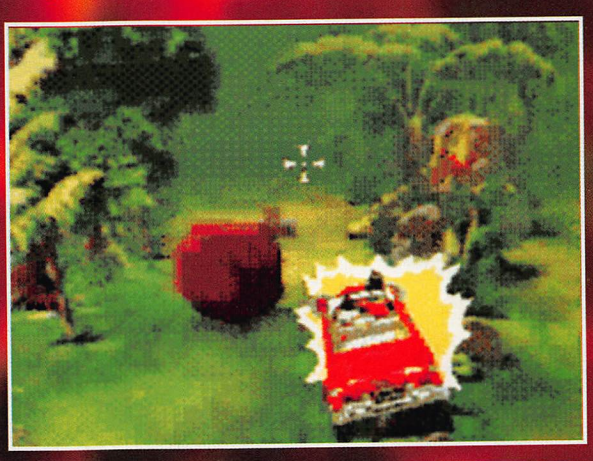



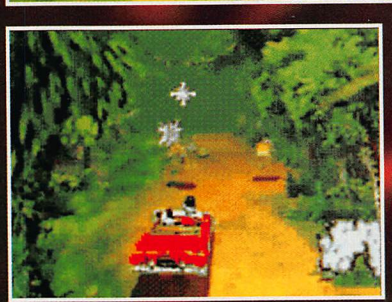

Cadillacs and Dinosaurs, Rocket Science's second release for the Christmas season, will be making it onto Sega CD shortly, and it looks to be a very promising title. The game is based on the graphic novel series by Mark Schultz, and it features a sort of "Out Run" perspective as you pilot your Cadillac through a futuristic, prehistoric (sounds weird, but it makes sense...trust me) world, filled with lush, tropical vegetation, fallen trees and obstacles, and a host of nasty dino's and outlaws. As a matter of fact, the game has you entering the Xenozoic era, where man's technological abuse of the environment (in the 21st century) created an environmental disaster that forced mankind to move underground for 500 years. When you emerge, you must restore the natural balance before the dino's snack on all of the peaceful settlers of the land. Sound interesting? We'll keep you posted...

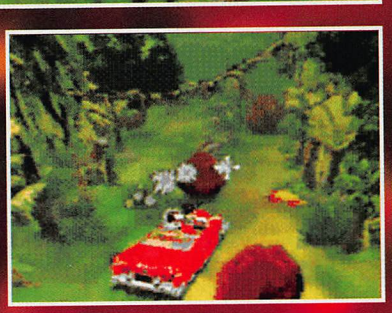
Cadillacs and Dinosaurs
The Second Cataclysm



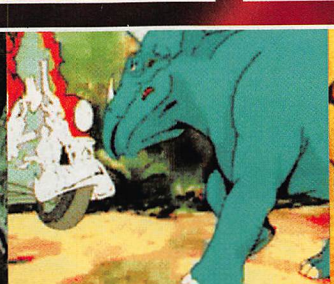



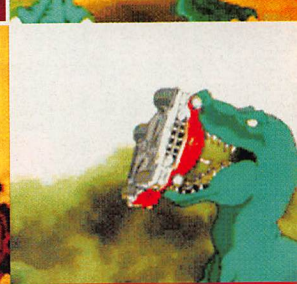










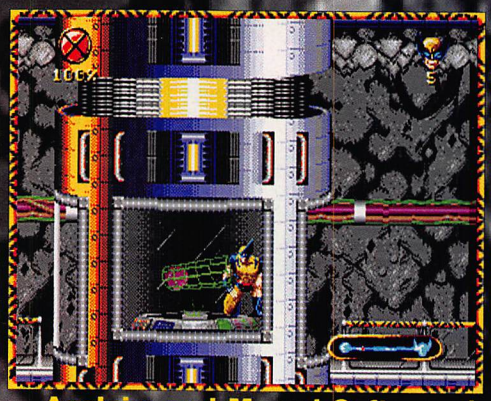




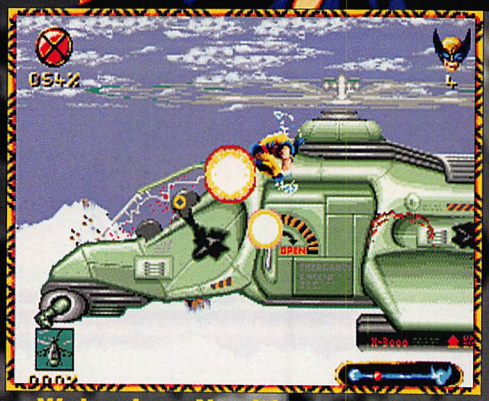
MARVEL COMICS WOLVERINE
ADAMANTIUM RAGE

ACCLAIM
16MEG
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REVIEW





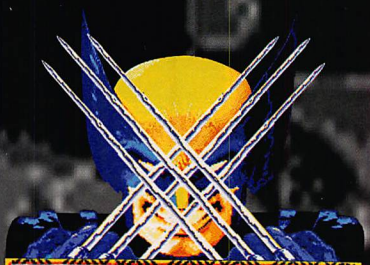


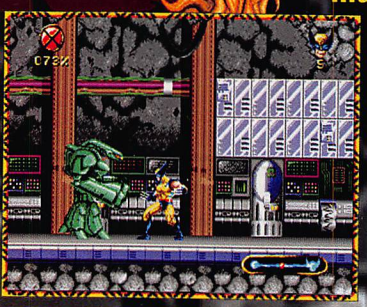


Acclaim and Marvel Software have a Teeny Weeny game for fans of the Wolverine. No, it's not a 'small' game. The name of the developers is Teeny Weeny Games. With a name like that they better be good (or people will just call them Weeny's).

Graphically, Wolverine is good. The music and level design aren't bad either. In fact, in many ways, this is a very good game, unlike Maximum Carnage, Acclaim's last Marvel outing. Carnage had good control and 'just OK' graphics, and Wolverine has great graphics and 'less than OK' control. If we could get these two together, we'd really have something. Not that Wolverine is unplayable, you just have to learn to compensate for its floaty feel and jumping with the 'A' button. Once mastered, the game is pretty cool. The control involves doing multiple complex attacks, such as simply pressing up to do a slow-moving backhand slash, or pressing the D-pad down and toward the target + button 'A' to do a pouncing attack. There are many such moves that really complicate things. Why







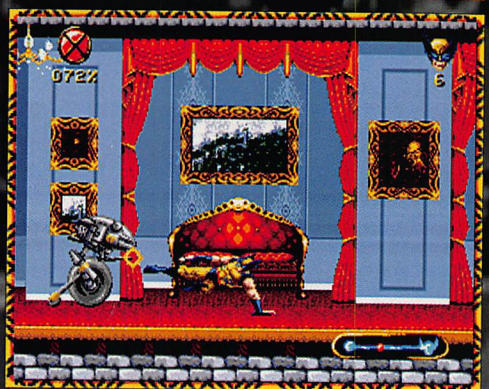






















didn't they just offer a six-button feature and make use of the extra three buttons on the new controller (which is now standard issue)? These flaws aside, this is a well executed and entertaining game that Wolverine fans should really appreciate. It is definitely Acclaim's best Marvel outing to date.

There are eight long levels in Wolverine and very little repetition, and the raspy tunes that accompany the gameplay are quite good for an American made game. If you just can't resist a good Marvel challenge, I am sure you will get your money's worth with Wolverine, but if you appreciate the fine tuning of a Gunstar Heroes or Earth Worm Jim, you may want to pass on this one.

-Takahara



SNATCHER

KONAMI • CD • AVAILABLE DECEMBER • REVIEW





















Oh yes. We are talking GAME. Never before have I played - nay, experienced - a game this moving, dramatic, gore-riddled, MA-17, adult.... this ROCKING. Being a massive fan of the PC-Engine original, I was expecting major censorship of one of my favorite games, as usual. What I got, however, was a perfect translation - no names changed, no story changes, and very few graphic changes. Don't worry, though... most of the changes were for the better. For instance, a masquerade bar filled with Japanese spandex-suited sentai superheroes was changed to a masquerade bar filled with classic Konami characters. Very, very little gore was removed... An example would be that in the PC-Engine version of Snatcher there was a scene depicting a dog tossed through a window with it's intestines flowing out onto the carpet. In America, we have no intestines. What's more is that the translation and acting are dead-on. Never have I heard such excellent voice-acting in ANY American CD game. Snatcher is simply the coolest Sega-CD ever fashioned.

The year is 1994. 50% of the world's population has died in what will become known as the Catastrophe. The Catastrophe is a bioengineered virus, known as Lucifer-Alpha, that had been under secret development in the former USSR. A mysterious explosion destroyed the Chernotan Research Facility where Lucifer-Alpha was being developed, thereby spreading the deadly virus throughout the world. However, in 2004, the virus mutated, rendering it non-lethal. Who could have known, however, that the greatest threat to humanity would not appear for another 50 years...?

2044. In Siberia, now a desolate, unpopulated wasteland due to the effects of the Catastrophe (80% of Russia's population perished) a mysterious accident occurs. In the wreckage, an insanely advanced human-like bioroid is discovered, with a high-powered laser beam installed in its mouth. As it is being transported to Japan for study, it self-destructs. Gradually, more of these bioroids appear, usually during the winter... with human skins, and in the form of important world leaders! These frightening robots appear perfectly human to the naked eye - they can sweat and even bleed. But where did they come from? Are they an alien menace? Because of these robots' murder of humans in order to take their place, they are dubbed Snatchers.

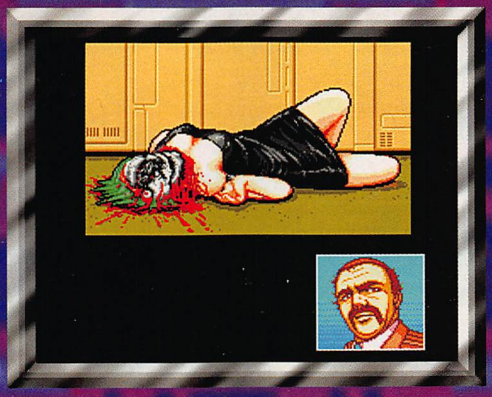
2047. The world has completely changed after the appearance of the Snatchers. Man distrusts his fellow man, resulting in Salem Witch Hunt-style lynchings and killings. The city with the highest concentration of Snatcher-related deaths is the relatively new Neo•Kobe, a Japanese city constructed on the sea itself due to Japan's incredible over-population problem. This is where the organization formed to combat the Snatchers, Junker, or Japanese Undercover Neuro-Kinetic Rangers, (If you think that's a lame name, consider the original Japanese one... Judgment















Uninfected Naked Kind & Execute Ranger!) is located. Junker is receiving a new operative effective today... Gillian Seed. That's you. Gillian is an amnesiac who was discovered, along with his wife Jamie Seed, at the scene of the Snatchers' first appearance. Whenever he tries to remember his past, all he can recall is the word "Snatcher." Gillian has decided to become a Junker in order to regain his lost memory.

This is where the player takes over. Moving around in the world of Snatcher may be a tad confusing at first, but you'll soon get used to it's ease of operation. In Snatcher, you're given several choices that can be highlighted with a menu bar, then chosen. From this command you'll probably move into another set of choices. An example: You choose INVESTIGATE. You're now presented with another set of choices: AROUND ROOM, AIR VENTILATION DUCT, and HUMAN REMAINS. You choose "HUMAN REMAINS." You are presented with a half-screen graphic of a rotting skull with maggots writhing in its mouth, nose, and eyes. Your response: "A number of different insect larva have infested the body. It hasn't been well preserved, to say the least." COOOL! Think of Snatcher as a choose-your-own-adventure book, but with an incredibly complex set of commands, and an RPG-ish, go-anywhere-at-any-time feel. In Japan, this type of game is known as Adventure or "Digital Comic," where they are a staple of gaming. It's too bad we haven't seen any Digital Comics in the US... but hopefully Snatcher will change that!

Simply EVERYTHING about this game is totally perfect, from the beautiful graphics that haven't lost anything in the conversion from 512 colors to 64, to the music, which is actually BETTER on the Sega-CD, to the flawless narration and voice acting. It's also one of the longest, most involving games I've played in quite a long while. If you have a Sega-CD, you owe this game to yourself... There's something for everybody here, even shooting sequences in which you can use the control pad, or Konami's Justifier light gun! This is without question the finest Sega-CD game ever made... and it makes buying the system at $299, like I did, completely worth it. I've kept you here too long, though... do yourself a favor, buy Snatcher today! Now I can't wait for the Japanese 3DO sequel, Policenauts (Mistakenly translated as "Police Notes" last issue in Other Stuff, sorry!)... Konami rocks!

- Nick Rox





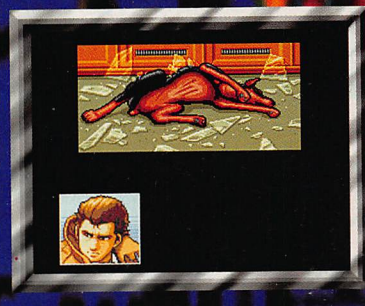










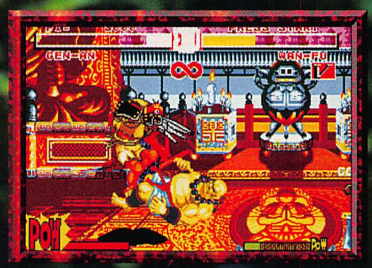












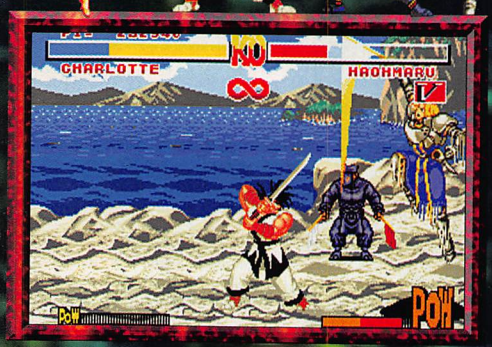


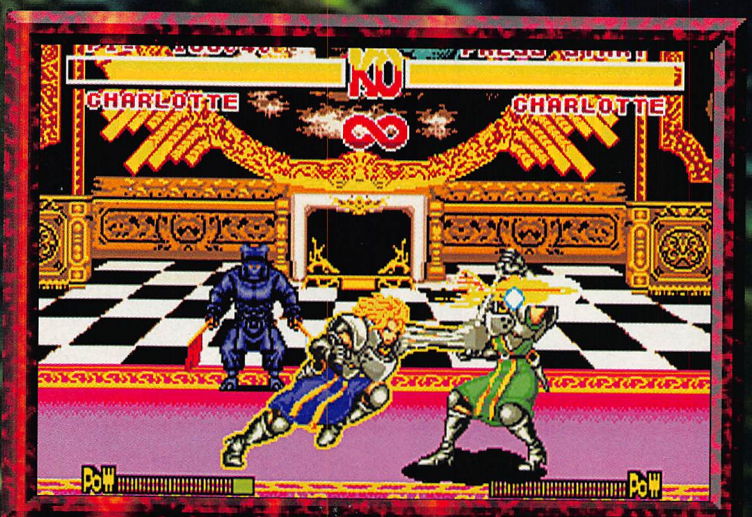


GENESIS TAKARA 24MEG AVAILABLE NOW REVIEW

SAMURAI SHODOWN

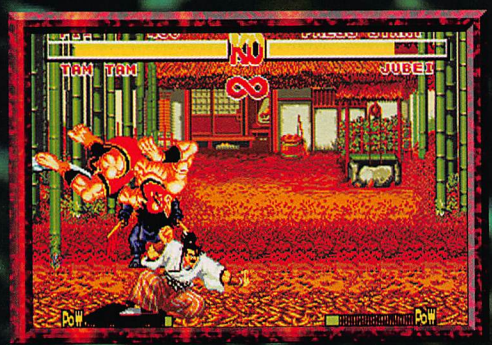
This is the FIFTH time I've reviewed or previewed some form of Samurai Shodown in just two months... but hey, I'm not complaining! The Genesis version of Shodown is a highly competent one, and for me it's slightly better than the SNES version. Yes, it's true that the music ain't so hot and you can't control Earthquake, (I never used him anyway) but the characters are HUGE, arcade-sized, and the control is better. This version also has extra options, like adjusting the rate that items are thrown. The Sega SS even has samples the SNES version doesn't! The backgrounds in this

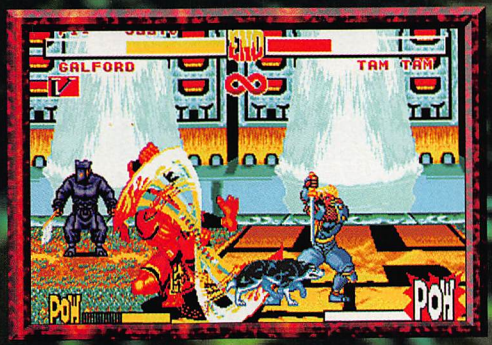











title suffer slightly, though, and the BG animations were cut down to a bare minimum... but the most shocking thing of all was the censorship! The blood has been toned town quite a bit, and the SNES rule of changing the character's winning dialogues applies. Do you want Tam Tam's "My boiling blood bubbles for battle?" Sorry... you get "My sweat bubbles for battle." How about "Whoops, so much for an encore. I killed him." becoming "Whoops, so much for an encore. I stopped him." However, I feel that in choosing a 16-Bit version of SS, since you AIN'T getting the arcade version, it all comes down to tiny characters and great music or huge characters, OK music, and better control... and that's that! *-Nick Rox*













魔応游撃隊
KEIO FLYING SQUADRON













This is incredible! It's ANOTHER Sega-CD shooter... how many are there now, three? At any rate, let me first commend JVC for being brave enough to release this CD in America, and beyond that for keeping all of the original artwork, storyline and names intact... (except for the character Spot... she was called Pochi in Japan. Isn't it odd how many games are getting "Pochi" changed into something else these days?) this is THE most Japanese-y game I've played since Tengai Makyo II.

I can officially confirm that Keio Flying Squadron has the strangest videogame story this year (with a possible exception of Runandgun!'s Duelin' Firemen): The tale takes place in an alternate past, one in which Japan owes it's allegiance to America after we saved them from certain doom. However, Japan's only protection now is a mystical key that's been stolen by a mischievous raccoon bent on world domination, Dr. Pon! Unfortunately, the key's protectors, Rami (The mistress of the Hyper-Cutey Bunny Change) and her pet dragon Spot, were out getting a snack when the key was stolen. Rami's grandmother orders her after the key, and if she returns empty-handed... no dinner!

In her quest for a hot meal, Rami and Spot will battle demonic raccoons, fiendish sumo wrestlers, satanic Kabuki and the US Navy though eight ludicrous levels of heated shootin' frenzy. In KFS you have a wide variety of attacks, ranging from spouting out baby dragons to tossing massive bombs. The most unique attack feature in Keio, however, is your options - staying still makes them grow - which can be fired as a "kamikaze attack" with C.

All of Keio's graphics are drawn in an ultra-cutesy Japanese anime style, which is a rare thing on the Sega-CD these days, and the levels are full of awesome color cycling, huge multi-jointed bosses, smooth animation and the most insane enemies and backgrounds since Headdy. Rami's animation is quite good, too - she changes direction depending on which direction you're facing.

KFS' music is incredible... it's a combination of appropriately ancient Japanese twangs and strange modern twisty tunes, and it's hands-down the best SCD music since Lunar. Another cool sound feature in Keio is the fact that Rami's always spouting out comments (In Japanese... hopefully they'll be re-recorded in the final release.)

It's refreshing to see a game this well-translated and rockin' on the Sega CD. Hopefully JVC'll be releasing many more fine titles like Keio in the future. We'll be bringing you more KFS in a future issue! *- Nick Rox*





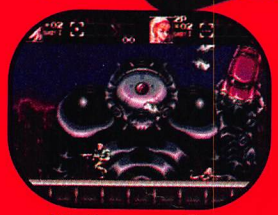



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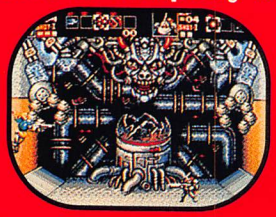
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Mommy before level 2. Jack into Konami® 's Contra Hard Corps. But, before you do, leave behind your dental records. It may be the only way to identify you.



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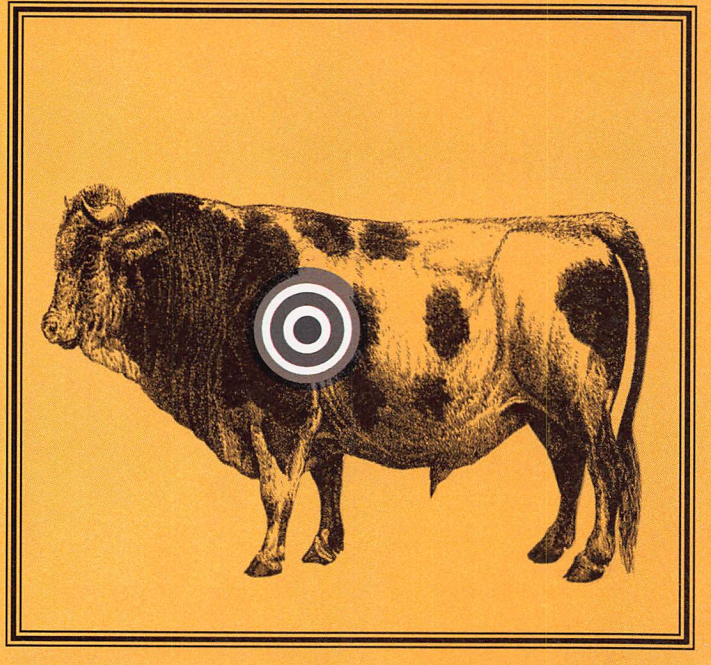


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GO WEST Y

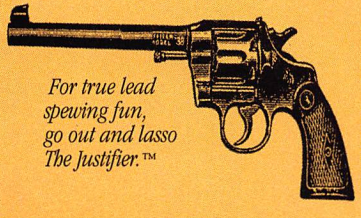
AND BLOW AWAY AN





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Blast your way through five lightning fast levels. Aim for the heart to drop scum in their tracks. Draw your six-shooter and serve up some hot lead to ruthless bank robbers. Grab your Gatling gun and flush out a gang of grubby banditos.

And, if you're still standin', empty your shotgun into an evil shaman and his band of creepy,



Hey gringo, don't bring shame upon your good family name. Only a dork would mess around with real guns. Remember, it's just a video game. Lethal Enforcers ™ and Gun Fighters™ are trademarks of Konami (America) Inc.

OUNG MAN,

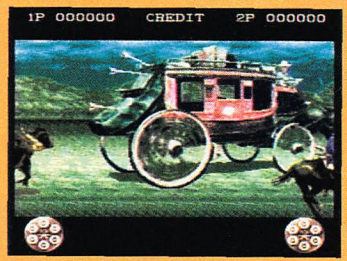
YTHING THAT MOVES.





skeletal ghouls. Never mind the stench, son.

So reach for your guns and see if you got what it takes to make Deputy,



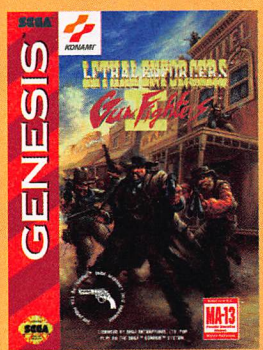


Sheriff or U.S. Marshall. But watch yourself, pardner. 'Cause you'll need a sharp eye and a quick trigger finger to dodge all them flaming arrows, cannonballs, skulls, tomahawks and powder kegs



those crusty varmints are a-throwin' your way. And mind the innocent townsfolk and Holsteins. Shooting them will cost you.

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Is this the game or the TV show?

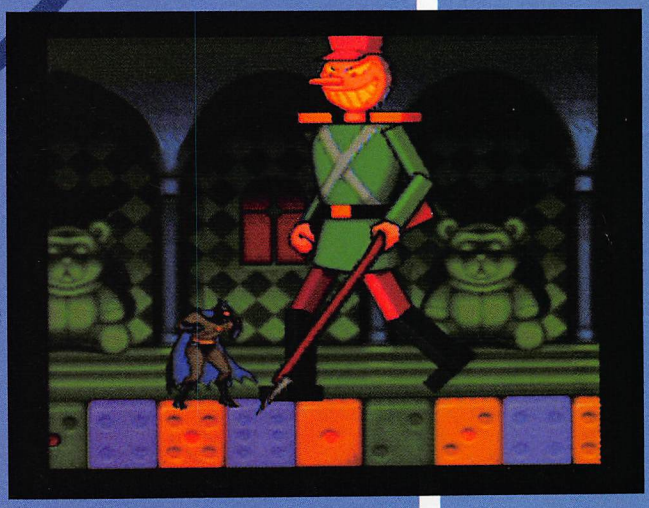
And he's not talking. So you'll just have to find out for yourself in Konami®'s *The Adventures of Batman™ and Robin™* video game. The new 16 meg blockbuster for your SUPER NES®. Plunge into the underworld of *Gotham City* and battle the *Dark Knight*'s archenemies through 8 sinister levels. Each based on actual adventures from the animated TV series. Strap on *Batman*'s utility belt and choose his weapons wisely. 'Cause you'll need more than fast fists to make it to the next crime scene alive.

Only Alfred™ knows for sure.

Hurl a gas grenade and crack up *The Joker* on a lunch-losing roller coaster ride. Launch your *Batarang* and prune back *Poison Ivy* in her evil greenhouse. Then unleash your plastic explosives to unstuff the *Scarecrow*'s plans to strike fear into the populace. Follow the *Bat Signal* to Konami's *The Adventures of Batman and Robin* video game. It's all the nonstop action of the animated TV series. Without all those annoying commercials.



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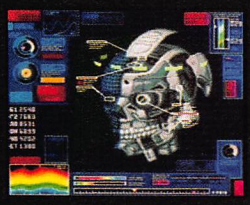


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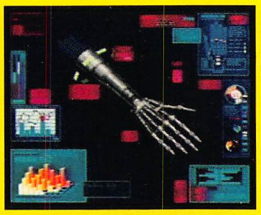
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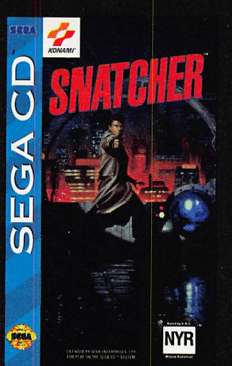


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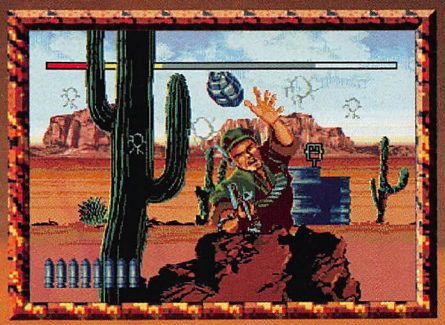


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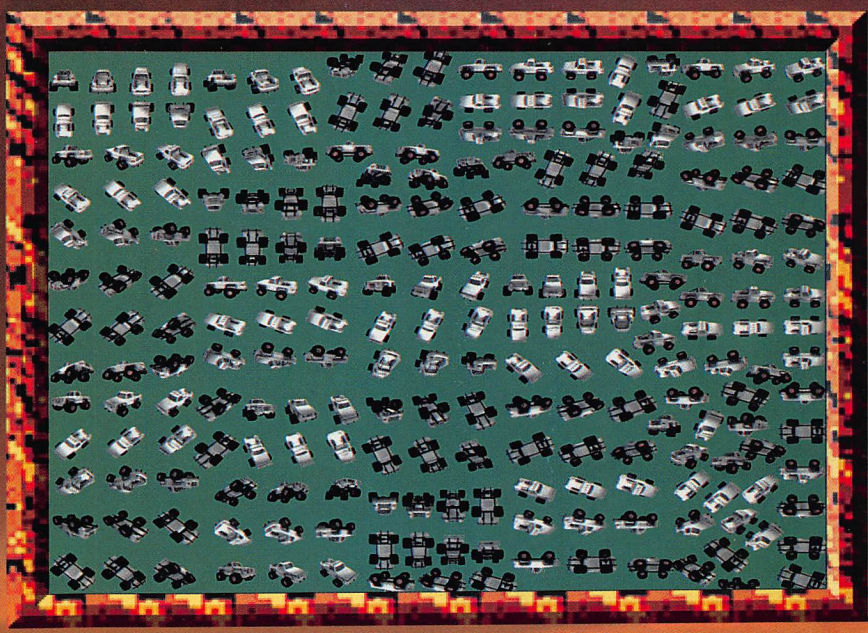
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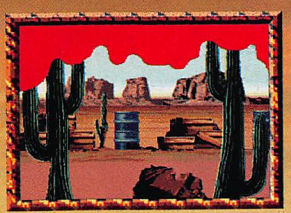




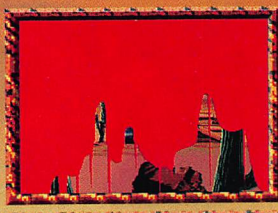


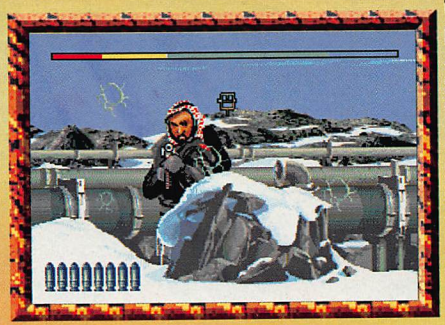
NOW THAT'S ANIMATION!



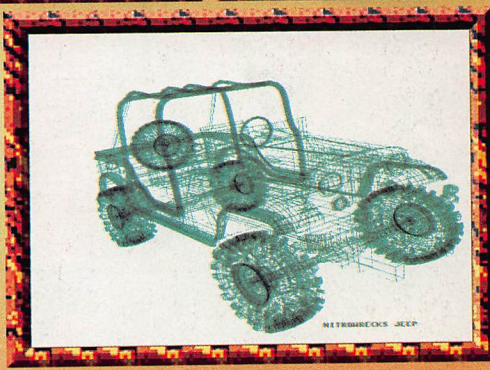


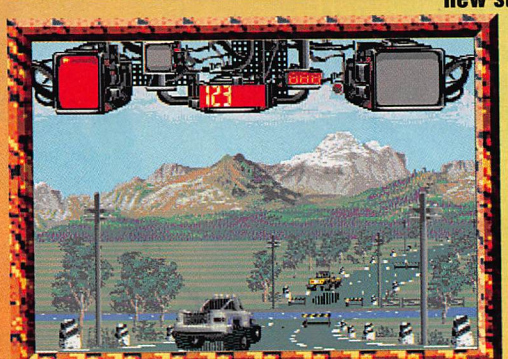


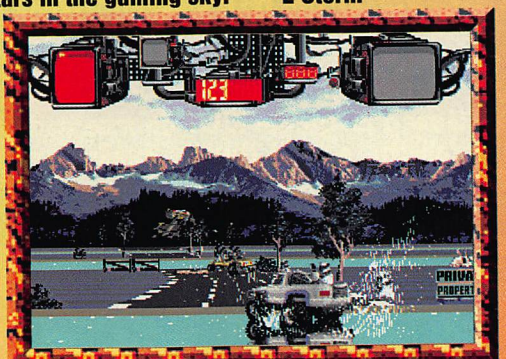


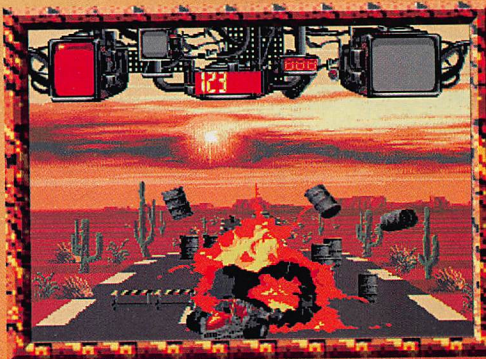


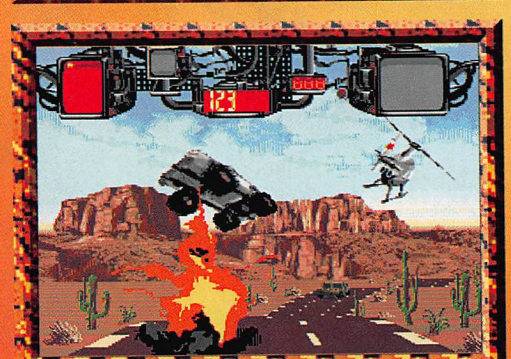
After a brief encounter with Scavenger and their newest creation, 'Nitro Wrecks' last month, we just had to see more. Here is the latest on what will most likely go down in gaming history as the best 16-bit combat racer of all time. Seeing this puppy move is really something. The action moves along at a speedy 30 frames per second while massive carnage takes place with unsurpassed realism for a Sega cart. All the vehicles are digitized and highly animated and the explosions are not only huge but practically photo-real. At the end of each run, you go side scroll first person. Here you'll find DEEP parallax scrolling and in your face 3D action. NW should be ready to blast in to living rooms everywhere by Christmas. Prepare yourself for yet another Genesis masterpiece from Scavenger, one of the brightest new stars in the gaming sky. -E Storm

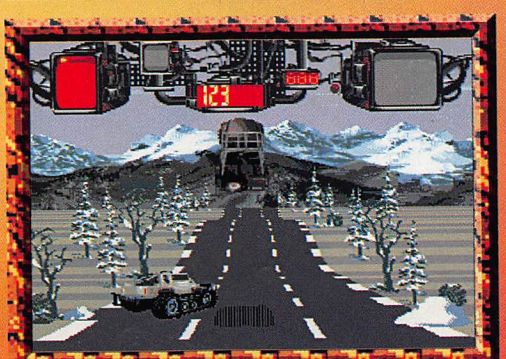


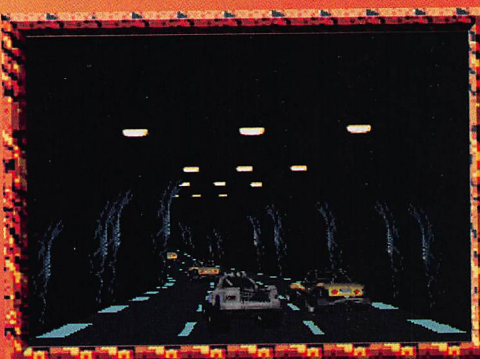








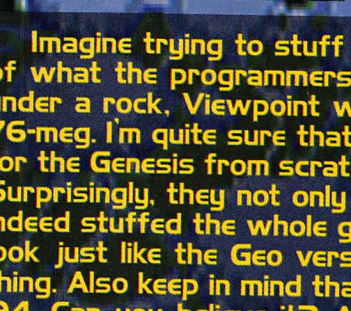


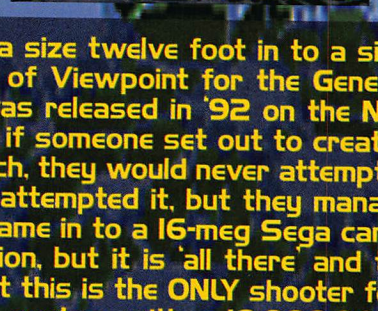


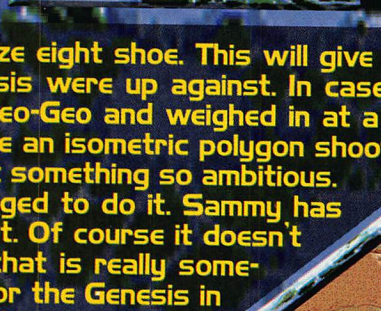
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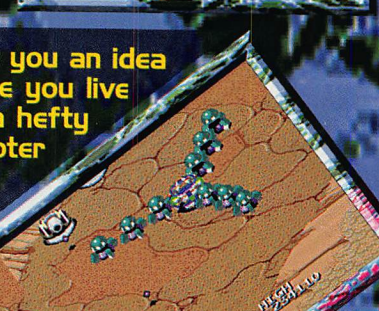
16-MEG
AMERICAN SAMMY
AVAILABLE DECEMBER
REVIEW











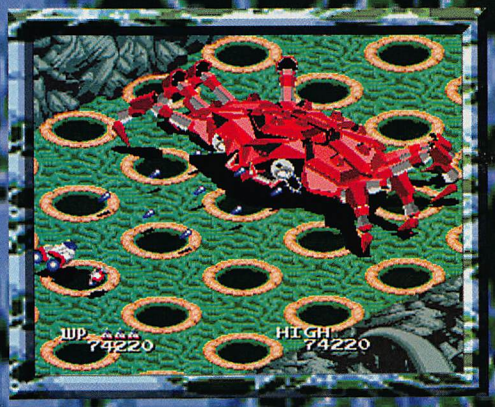
Imagine trying to stuff a size twelve foot in to a size eight shoe. This will give you an idea of what the programmers of Viewpoint for the Genesis were up against. In case you live under a rock, Viewpoint was released in '92 on the Neo-Geo and weighed in at a hefty 76-meg. I'm quite sure that if someone set out to create an isometric polygon shooter for the Genesis from scratch, they would never attempt something so ambitious. Surprisingly, they not only attempted it, but they managed to do it. Sammy has indeed stuffed the whole game in to a 16-meg Sega cart. Of course it doesn't look just like the Geo version, but it is 'all there' and that is really something. Also keep in mind that this is the ONLY shooter for the Genesis in '94. Can you believe it? A system with a 10,000,000+ user base goes a whole year without an RPG or shooter!

Not that I like Viewpoint because it is the only shooter for '94, this is a really great game. Expectedly, it suffers from a little slowdown and flicker, but it doesn't interfere with the gameplay, which is the main attraction of Viewpoint. Besides the brilliant polygons, and iso gameplay, the other big attraction in Viewpoint was the music, which is a sparkling mash of







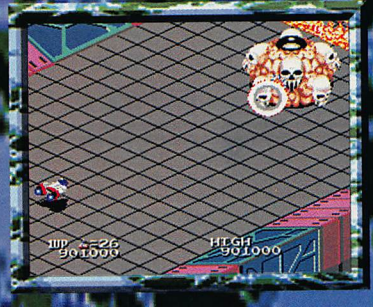










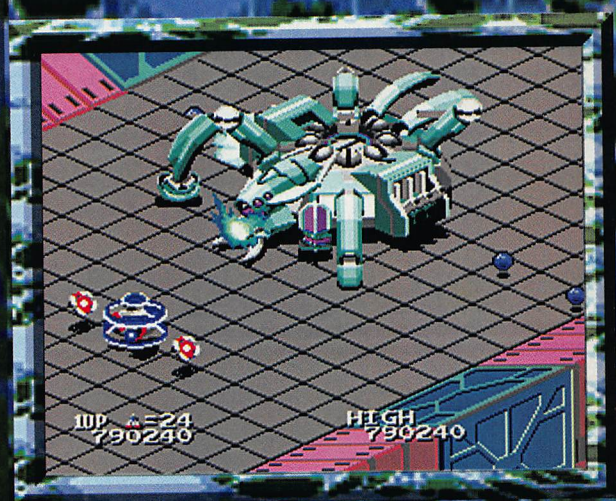




techno with voice mixed in. You'd swear that James Brown was hidden in the Geo cart. The Genesis game follows suit with a very good Z-80 rendition, complete with some of the voice. So, if you buy one shooter this year (and you can only buy one) Viewpoint is the game. Even if the Genesis had several, I would highly recommend this game. It's quite an achievement.

-E. Storm

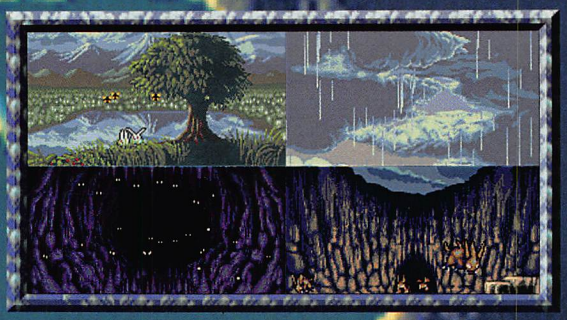








Crusader of Centy



SOLEIL









LEARN TO COMMUNICATE WITH THE ANIMALS

RAFFLESIA SCHOOL







LEARN TO THROW THE SWORD

If you've read our August '94 issue, you've seen this game before. Known as Neogenesis Ragnacenty in Japan, Crusader of Centy is the second game by the programming team that brought us Ranger-X, Nextech. Luckily, Atlus (of Power Instinct fame) has decided that this wonderful game is worthy of US release. It's been renamed Crusader of Centy, (which this reviewer thinks is an even more painful name than Neogenesis Ragnacenty) but it's the same joy-laden game - the only thing

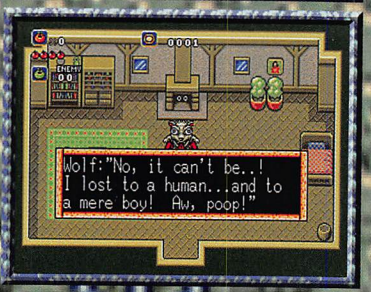


















LEARN TO JUMP & LIFT OBJECTS



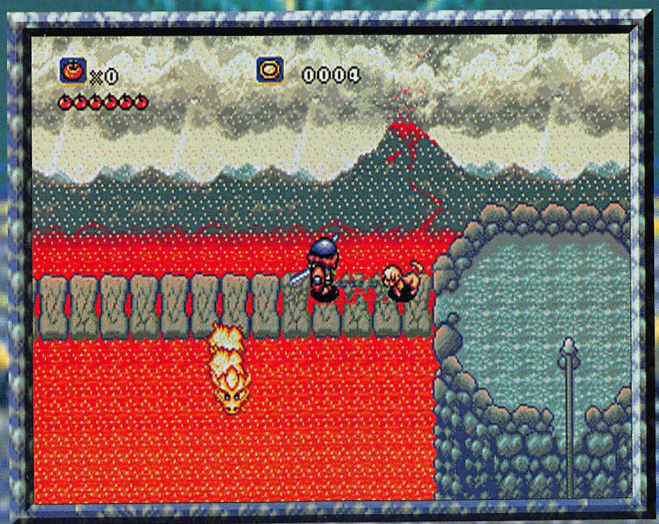












Atlus altered was a single name: Pochi was changed to "Mac."

Crusader of Centy is an EXTREMELY Zelda-like action RPG in which you control the main character who's received a sword for his 14th birthday. Starting out as no more than a young kid infatuated with his new toy, he soon embarks on a quest that'll take him throughout a whole continent filled with iincredible areas, and non-stop fun. That's just what COC is... fun! You won't find too many mind-destroying special effects here, just 100% solid action /RPG joy.

COC's art and graphics are highly detailed and borrow more than a little from Zelda. You'll find lots of similar-looking scenery like the trees, the collapsing floors and the interiors of houses, but most of the backgrounds are highly original, with lots of parallax, (unusual for a game of this type) transparent shadows, wind effects, and superb warping clouds towards the end of the game. Centy's animation is the coolest though, and it's rare that a main character moves as smoothly as this one.

This cart's music is great as well, most of it is happy/jumpy joyful questing music, with a touch o' the ever-present classic stuff thrown in. The sound effects are good too, except for Mac's squeaks of pain!



If you're looking for a great action RPG on the Genesis, and there for sure aren't many, this is a super-rockin' title. Show Sega of America they could have had quite a hit on their hands and buy this game! We'll have more on this fantastic title next issue.

-Nick Rox











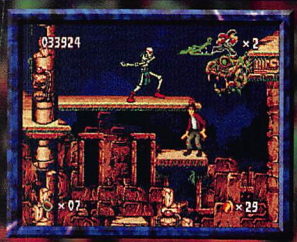








PITFALL

















Pitfall Harry returns from the deepest, darkest parts of the old 2-bit world to reestablish himself as a video game adventurer for the 90's in Activision's incredible "Pitfall; the Mayan Adventure." Those of you who have played and enjoyed Sega's Aladdin for the Genesis (and who hasn't), will have to own Harry's latest adventure. The technique, graphics, music and play environment are incredible and, to those of us old enough to remember (and own) the original for the Atari VCS, this is a trip down memory lane, brought brilliantly to life in this much higher-tech age (for all of you video game historians, the original game is actually included in this title. This little "Easter egg" is accessed by finding a hidden spot in level 4.) As Harry, you climb, crawl, rappel, leap, throw boomerangs, use your trusty whip, swing across vines, make use of many weapons power-ups and generally try to make it through a HUGE, 16 Meg jungle adventure that would have Indiana Jones himself green with envy. There are plenty of bad guys, including scorpions, monkeys, bats, etc. and some smart, tough bosses that are brilliantly animated. Activision has its first certified "A" title in years (on cartridge) and, with any luck, they will have one of the biggest games of the '94 holiday season-the "Mayan Adventures" certainly deserves it. – *Talko*







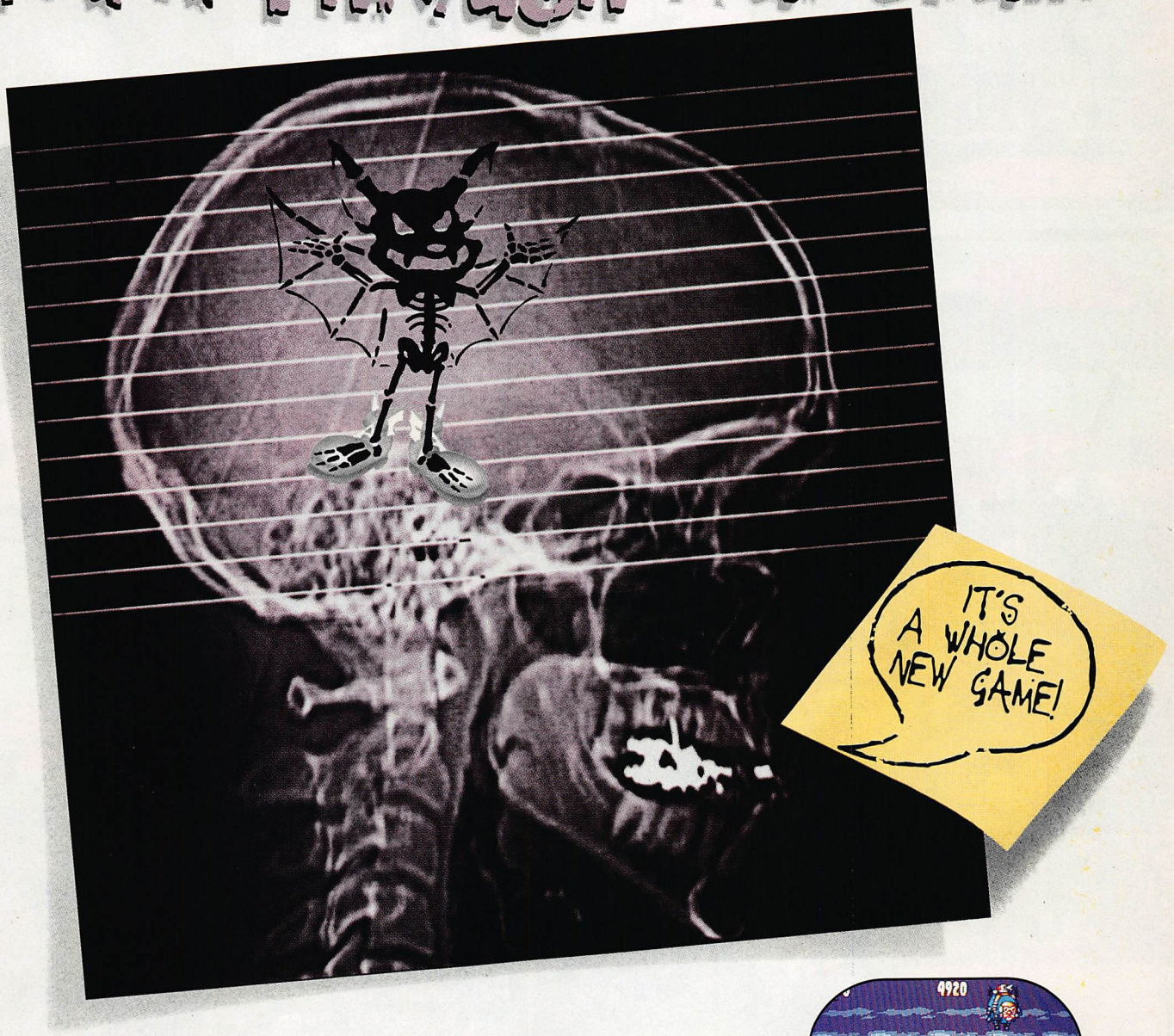






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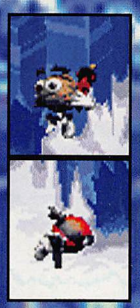






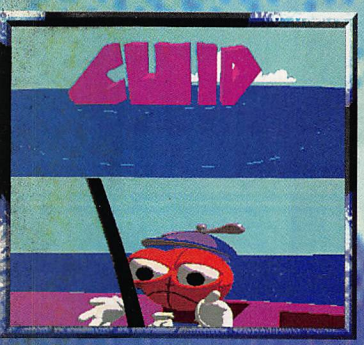








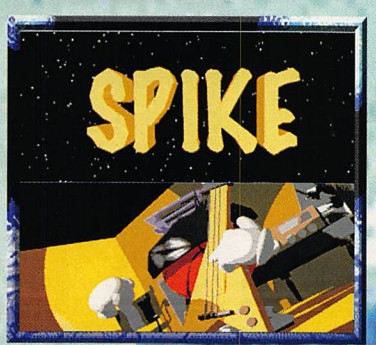






SEGA CD
SIERRA ONLINE
1-2 PLR.
ACTION\SPORTS
AVAILABLE DECEMBER

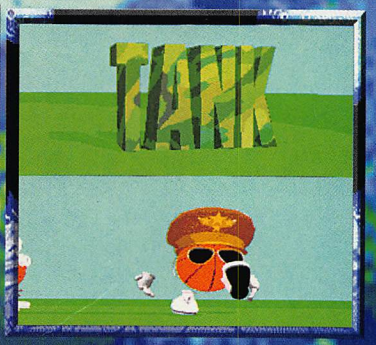
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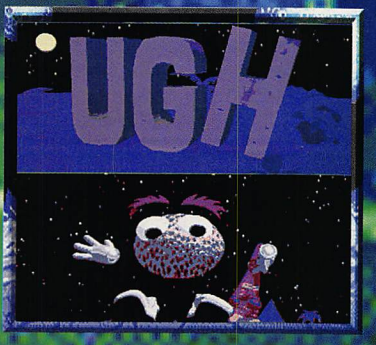
OK, imagine you're a basketball (or at least one type in a whole race of them). Of course you're no ordinary b-ball, you could be a ninja, or a space dude, or even a rock star. No matter what type you are, you're smoothly animated and rendered, and you posses serious 3D graphics.

Enter Bouncers, Sega's new and totally unique one on one, you be the ball (sports?) game. Each character sports his own bag of wacky tricks as you position yourself to bounce off of your opponent and score yourself! Bouncers may look simple but this is one of the most entertaining two player games you will ever experience. Because the characters are so small, it's hard to show how special they really are in a screen shot, but believe me, each little character is totally impressive. They even have there own amazing cartoons that you can watch before the match! On top of all that, there's great audio and hilarious sound effects. The Sega CD is a perfect home for these guys. I hope we see them in a platform game someday! We'll review Bouncers, next month. *-Mr Goo*













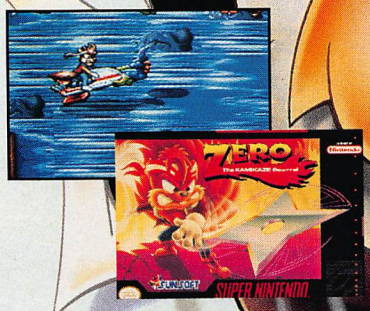




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JUSTICE LEAGUE

Well fight fans, here it is. The long awaited one on one fighter featuring characters from the your favorite D.C. comic books; Justice League. Do you know what the best thing about this game is? It's that Sunsoft is behind the creative. These guys know how to design a quality game! I know for a fact that this game will have superior play mechanics, fluid animation, and feature the balance and play control that a fighting game needs to succeed in the nineties. If everything goes as planned we'll have a blow by blow review, next month and you can bet we'll have cleaner screen shots. *-Snarf*











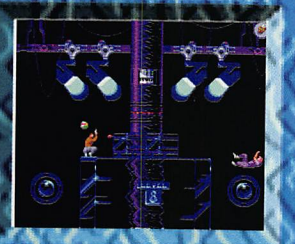


SEGA • CD ROM • AVAILABLE DEC

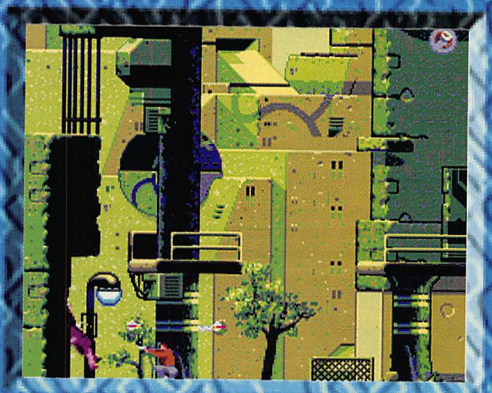
FLASHBACK

There probably aren't that many people out there who haven't ventured the cavernous areas and cyber cities of Flashback. But for those of you who own a Sega CD and haven't, here is the next game you should buy. New opening animation, full motion snipits during game play, and a new soundtrack, almost make FB CD worth owning even if you already own the cart! Flashbacks main features are the incredibly lifelike animations of the main character, by the wizards at Delphine (who also programmed Shaq-Fu) and the amazing scope of the adventure. You do so much in this game, it is to say the least, very involved. Flashback also has a very user friendly interface and excellent control for a game who's main character has so much animation. Out of this World doesn't even compare!
Another great Sega CD is on the way. That makes nine in this issue! To find out more on Flashback dig up GF Vol.1 Issue 6 *-E Storm*

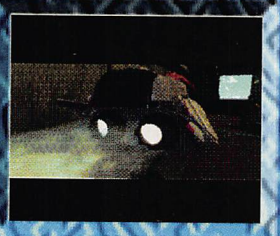


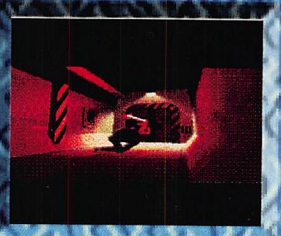


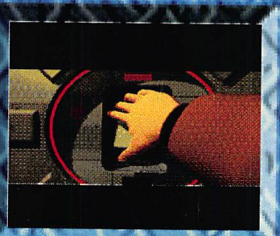


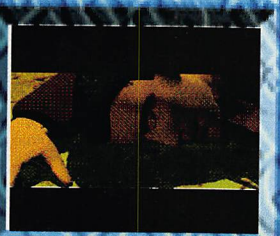












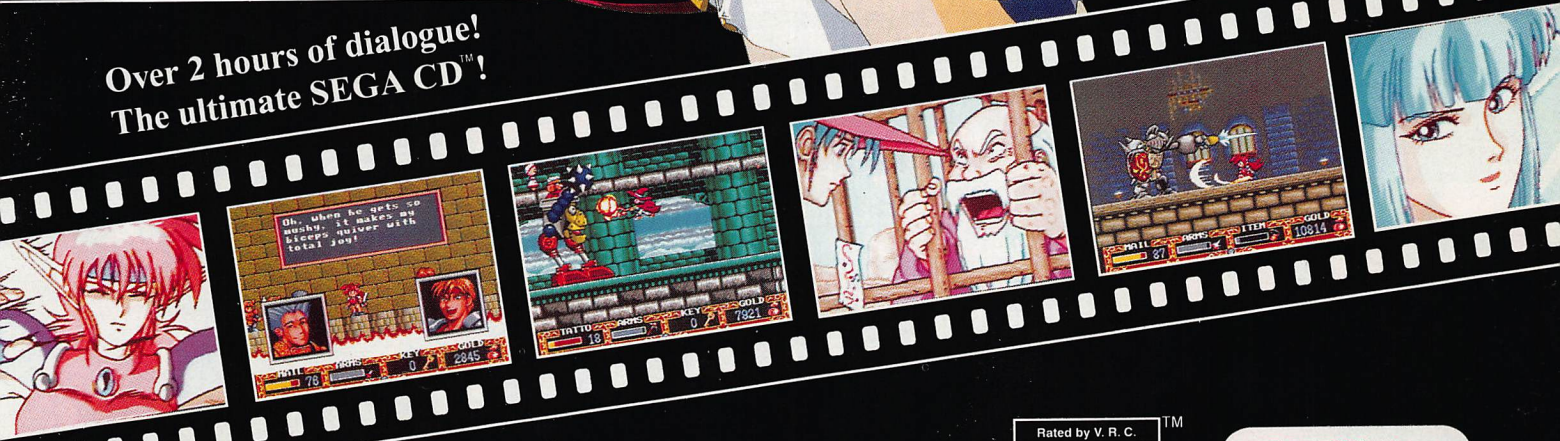
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DARKSEED



A popular PC CD-ROM (And I mean IBM-PC, not PC-Engine!) around a year ago is coming to the Sega-CD from the programmers at Vic Tokai. In the story you assume the role of Michael Dawson, a man who's just moved into a strange town and is plagued with incredible headaches and visions of strange Giger-esque beasts. Why does he have such terrible nightmares? Why do the townspeople seem so distant and far away? Why is Dawson's life filled with an overall sense of foreboding and terror? And why did a child's doll arrive in the mail and morph into a creature that looked straight outta Aliens?! Find out when this intriguing Secret of Monkey Island-style quest is released later this year. - *Nick Rox*



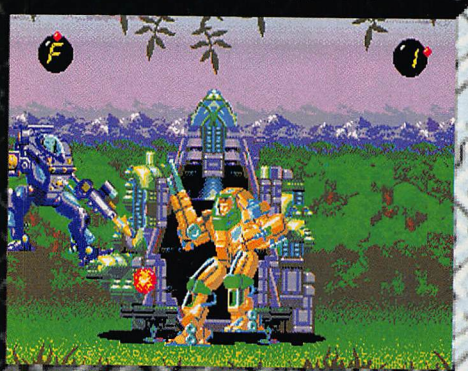






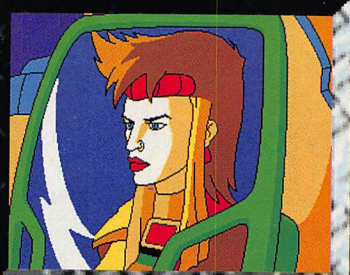






Hey kids, Look! It's your favorite Saturday morning cartoon in action; EXO Squad. You've seen the toys, and the show, now (or soon) you'll be playing the game. EXO Squad features both first person and side scrolling action complete with comic book style intermissions and super smooth animation. How's the gameplay you ask? Heck, I don't know, the game isn't finished yet. When it is, check me out and I'll tell you all about it! In the meantime check out Playmates stunning EWJ! That oughta tide you over! -*Mr. Goo*

EXO SQUAD















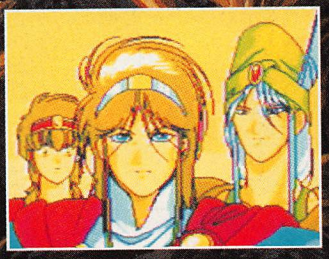
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PREVIEW • VIC TOKAI • 8MEG • AVAILABLE DECEMBER











Vic Tokai, together with up and coming developers, Eurocom, will soon take their first endeavor into the 5-10 yr. old genre with Stone Protectors, the cute little trolls of Saturday morning TV. Stone Protectors mixes side scrolling action with each character's unique trademark moves from the show. The game isn't quite finished yet, but when completed this should be one of the better games for younger kids to enjoy. It's not overly cute while remaining very non-violent and true to the cartoon. Hey, kids need games too!







PREVIEW • ACCLAIM • CD • AVAILABLE NOW







Boom Shaka Laka! It's NBA Jam CD bay-B! More hidden characters, real voice, and new random halftime extravaganza's add even more smokin energy to an already great game. Those of you who own a Sega CD and don't own a copy of the Jam ust track down a copy of this game. I don't think there is a bet- er two player game in existence. Those of you who already own he sparkling Sega cart however, need not apply. There really sn't enough new here to warrant a second purchase. Unless of ourse you're a Jam fanatic. What's there, a couple million of ou out there? I'd say Acclaim's safe. -TAKAHARA











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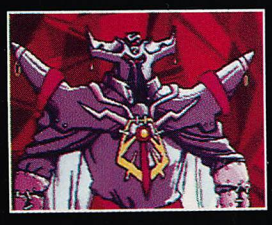


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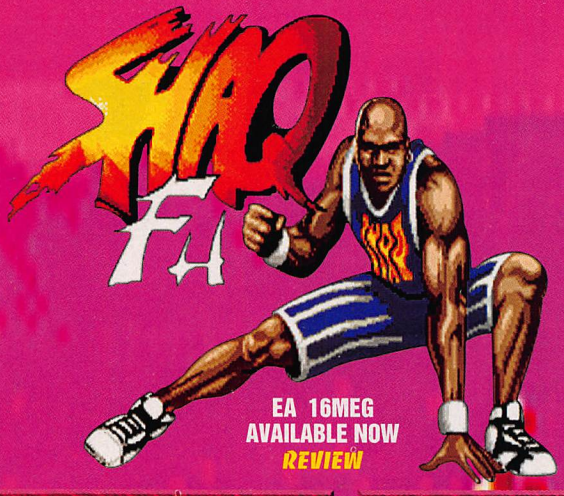






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EA has succeeded in just about every genre of gaming. In almost every category, EA's had a hit. But can they crack the fighting genre? That's what we're here to find out.

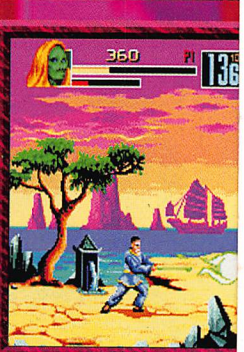
They start things off on a positive note with a BIG star to play the lead, Shaquille O'Neal. But Shaq is a sports star, will fight fans embrace him? Next, they commandeered the assistance of Delphine, the animation masters behind Flashback and Out of This World. So far, so good. Now they need a story. Let's see, Shaq ducks in to a shop on the way to a game and is swept away to a parallel world to fulfill his destiny, OK, I'll buy that. Hey, now we can have fictional characters. Now for the hard part... execution.





The graphics in SF are excellent, there's smooth character animation, very good color, and creative artwork. Shaq is represented really well with an exaggerated look that adds greatly to the theme. The other characters are diverse and have very creative special attack techniques (the problem is finding them). The game scores high marks in these categories.

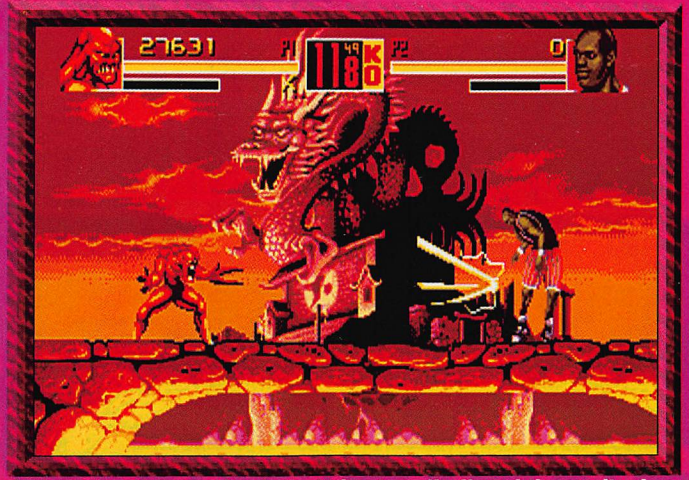
Fighting games are ultimately measured by moves and balance. Of course, it helps if you know the moves, but unfortunately the manual doesn't contain them. So, you have to experiment, which can only be done in two player mode. Starting off against the computer opponent, you'll get slaughtered (they've got moves... you don't). So, if you don't have a second player, you'll find yourself





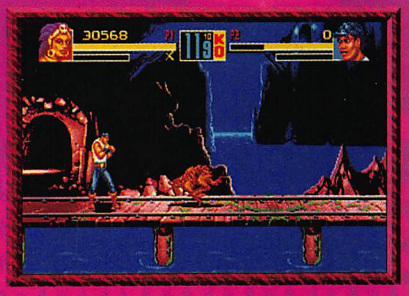








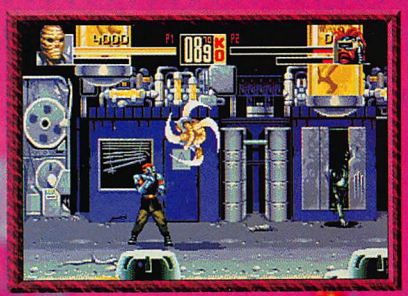




playing two player mode alone, trying to pull off, and then write down the special moves. Once you find them, the game gets a lot better. But what a pain. Why not include them? Many of the moves are executed 'ala SF2 - Dragon Punches, Flash Kicks etc... like I said experiment.

If it wasn't for this set back, I'm sure I would have enjoyed Shaq-Fu a lot more. I kind of burned out, not knowing if I knew all the moves for each character. The computer opponent certainly knew them. As I was fighting them I saw lots of moves I'd love to use against them.

If you have the time to master Shaq Fu I think you'll find it a worthy fighter. It is a quality title that is well thought out and put together. Is it a hit? Well, its got Shaq's name on it and that's a big head start. -Takahara

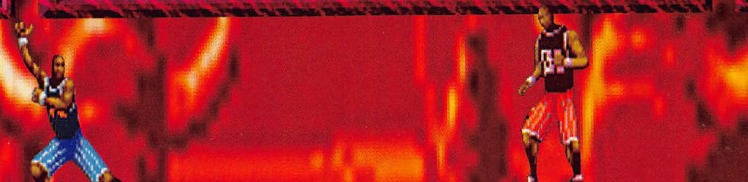


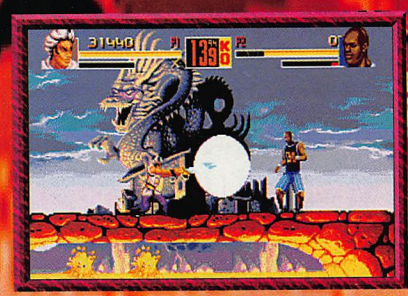






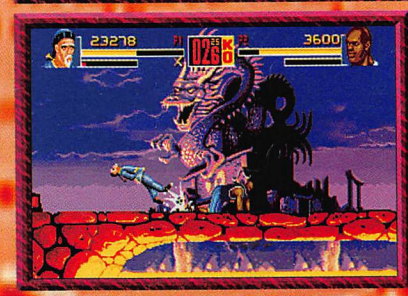




















I know, I know, we had this game on the cover six issues ago. But that was just to let you know it was coming! When Core announces a new CD, we tend to get a bit excited. And why not? They only make the best games for the Sega CD.

Formerly known as Chuck Rally, this fine game now goes by the name BC Racers. Chuck and Jr. are still in the game, but I think Core wanted to put the emphasis on all the characters, thus the name change. BCR is very close to completion (it will follow the incredible Soulstar), but this is still a preview. I will say this...what a game! BC has behind the bike and virtua views, features noggin' knockin' carnage, and the tracks are the coolest. As far as the scaling goes, well, let's just say perfect. Of course the artwork in the game is the genius cartoony stuff that Core is famous for, and the music should be pumpin'. I'll have the full scoop on BC Racers next month. -E Storm

BC RACERS



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GAMEFAN'S 1994 BUYER'S GUIDE:

ON THESE PAGES, YOU WILL FIND THE GAMES WE FEEL WARRANT PURCHASE, FOR THEIR RESPECTIVE SYSTEMS, IN THEIR RESPECTIVE CATEGORIES. IN OTHER WORDS...YOU GOTTA HAVE 'EM!

SEGA GENESIS ACTION/PLATFORM:	VIEWPOINT RATINGS: SKID	TAKAHARA	NICK ROX
CASTLEVANIA BLOODLINES (KONAMI)	98%	95%	94%
SONIC 3 (SEGA)	90%	92%	94%
MEGA TURRICAN (DATA EAST)	90%	90%	90%
JUNGLE BOOK (VIRGIN)	90%	90%	90%
FLINK (PSYGNOSIS)	95%	94%	90%
TINHEAD (SPECTRUM)	90%	92%	90%
DYNAMITE HEADDY (SEGA)	90%	94%	90%
BOOGERMAN (INTERPLAY)	95%	90%	92%
MICKEY MANIA (SONY)	92%	90%	95%
AERO 2 (SUNSOFT)	90%	90%	92%
SONIC & KNUCKLES (SEGA)	89%	90%	95%
SPARKSTER (KONAMI)	92%	90%	95%
CONTRA (KONAMI)	89%	90%	90%
EARTH WORM JIM (SHINY/PLAYMATES)	100%	99%	99%

(GAMES APPEARING THAT ARE NOT YET AVAILABLE ARE SCHEDULED FOR '94 RELEASE.)

FIGHTING:			
SUPER SF2 (CAPCOM)	86%	90%	92%
FATAL FURY 2 (TAKARA)	90%	92%	89%
SAMURAI SHODOWN (TAKARA)	92%	94%	90%
CLAYFIGHTER (INTERPLAY)	88%	90%	90%
MORTAL KOMBAT 2 (ACCLAIM)	80%	90%	88%
ACTION/ADVENTURE:			
ECCO:THE TIDES OF TIME (SEGA)	87%	92%	95%
SUBTERRANIA (SEGA)	84%	90%	89%
SHOOTING:			
VIEWPOINT (AMERICAN SAMMY)	90%	89%	90%
ROLE PLAYING:			
SADLY, THERE WERE NO RPG'S FOR THE GENESIS THIS YEAR.			
STRATEGY:			
SHINING FORCE 2 (SEGA)	90%	92%	90%
PUZZLE-ACTION/ PUZZLE:			
ASTERIX THE GREAT RESCUE (SEGA)	80%	80%	80%
THE LOST VIKINGS (INTERPLAY)	80%	89%	85%
DRIVING/RACING:			
OUTRUNNERS (SEGA)	80%	85%	80%
VIRTUA RACING (SEGA)	90%	90%	90%
SKITCHIN' (EA)	80%	80%	80%

EDITOR'S NOTE: OVERALL, IT WAS A GREAT YEAR FOR THE GENESIS. THE ACTION/PLATFORM CATEGORY WAS SMOKIN', BUT THE SYSTEM IS STILL LACKING IN CERTAIN AREAS, LIKE SHOOTING, AND ROLE PLAYING. RAGNACENTI AND PS4 WOULD'VE MADE IT A PERFECT YEAR.



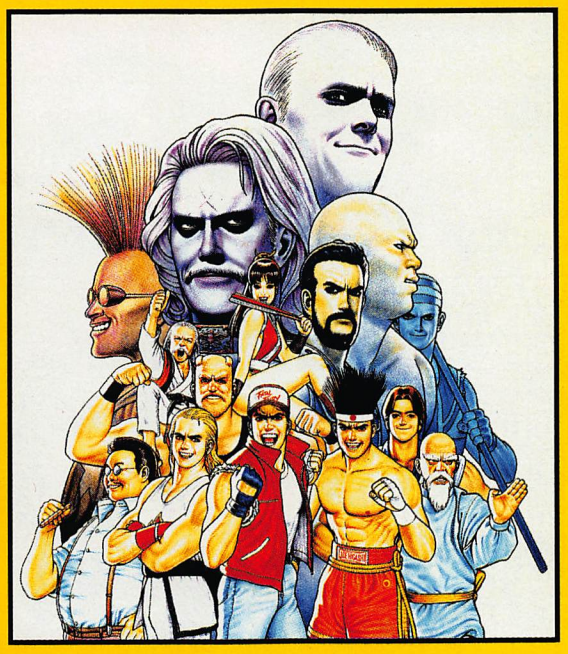












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SEGA CD

VIEWPOINT RATINGS:

ACTION :	SKID	TAKAHARA	NICK ROX
SONIC CD (SEGA)	84%	90%	90%
CHUCK 2: SON OF CHUCK (SONY)	98%	95%	95%
MICKEY MANIA (SONY)	92%	90%	95%
TERMINATOR CD (VIRGIN)	89%	88%	88%
PUGGSY (SONY)	85%	85%	85%

DUE TO A SLIM '94, SOME LATE '93 TITLES ARE LISTED.

SHOOTING:			
BATTLECORPS (CORE)	85%	90%	90%
SOULSTAR (CORE)	94%	90%	95%
STARBLADE (NAMCO)	80%	88%	88%

ROLE PLAYING:			
VAY (WORKING DESIGNS)	85%	85%	89%
HEIMDALL (JVC)	89%	81%	85%

EDITOR'S NOTE: LUNAR (RELEASED IN '93) IS THE BEST RPG FOR THE SEGA CD.

ACTION/ROLE PLAYING:			
POPFULMAIL (WORKING DESIGNS)	95%	95%	90%

INTERACTIVE:			
LOADSTAR (ROCKET SCIENCE)	NYR	NYR	NYR
CADILLACS & DINOSAURS (RKT. SCIENCE)	NYR	NYR	NYR
SPACE ACE (READY SOFT)	NYR	NYR	NYR

SUPER NINTENDO

ACTION PLATFORM:			
DONKEY KONG COUNTRY (NINTENDO)	100%	100%	100%
EARTH WORM JIM (SHINY/PLAYMATES)	98%	99%	97%
SUPER METROID (NINTENDO)	99%	98%	99%
MEGA MAN X (CAPCOM)	89%	90%	90%
THE LION KING (VIRGIN)	88%	90%	90%
SUPER BONK (HUDSON)	85%	88%	89%
RABBIT RAMPAGE (SUNSOFT)	90%	90%	90%
AERO 2 (SUNSOFT)	95%	95%	95%
BATMAN & ROBIN (KONAMI)	97%	95%	95%
DEMON'S CREST (CAPCOM)	97%	98%	97%
MICHAEL JORDAN WINDY CITY (EA)	89%	87%	90%

ACTION ARCADE:			
NINJA WARRIORS (TAITO)	87%	92%	93%

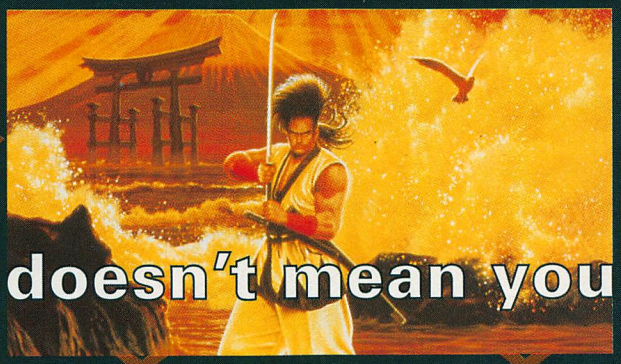
ACTION/ROLE PLAYING:			
ILLUSION OF GAIA (NINTENDO)	90%	90%	90%
BRAIN LORD (ENIX)	80%	89%	85%

ACTION/ADVENTURE:			
EQUINOX (SONY)	90%	93%	93%
BLACKTHORNE (INTERPLAY)	85%	90%	90%

EDITOR'S NOTE: SO FAR, IT SEEMS LIKE NINTENDO HAS A BETTER MIX OF GAMES, WOULDN'T YA' SAY?

CONT'D.

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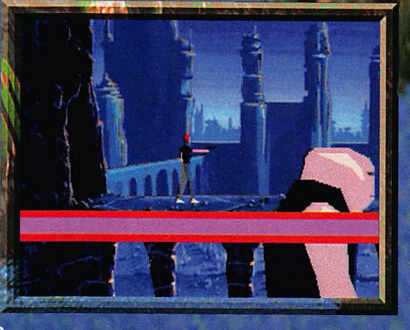












SUPER NINTENDO CONT'D.

	VIEWPOINT RATINGS: SKID	TAKAHARA	NICK ROX
ROLE PLAYING:			
FINAL FANTASY III (SQUARE)	99%	98%	98%
BREATH OF FIRE (SQUARE)	94%	90%	90%
FIGHTING:			
SUPER SF2 (CAPCOM)	90%	94%	96%
SAMURAI SHODOWN (TAKARA)	89%	89%	97%
C2 JUDGMENT CLAY (INTERPLAY)	95%	95%	97%
MORTAL KOMBAT 2 (ACCLAIM)	85%	90%	94%
SUPER PUNCH OUT (NINTENDO)	90%	95%	95%
SHOOTING:			
R-TYPE 3 (JALECO)	89%	90%	90%
DRIVING/RACING:			
STUNT RACE FX (NINTENDO)	88%	90%	90%
FREEWAY FLYBOYS (SEIKA)	92%	90%	90%
STREET RACER (UBI SOFT)	85%	85%	85%
F1 ROC 2 (SETA)	89%	89%	89%
STRATEGY/SIMULATION:			
LORD OF DARKNESS (KOEI)	NYR	NYR	NYR
OPERATION EUROPE (KOEI)	NYR	NYR	NYR

(WE DIDN'T VIEWPOINT THESE, BUT OUR STRATEGY GUY SAYS THEY'RE THE ONES, FOR '94.)

PUZZLE:			
PAC-ATTACK (NAMCO)	NYR	NYR	NYR
TETRIS 2 (NINTENDO)	NYR	NYR	NYR
WILD SNAKE (BPS)	NYR	NYR	NYR

(WE HAVE NOT YET RATED THESE TITLES, HOWEVER, THEY ARE THE YEAR'S BEST PUZZLERS.)

PANASONIC 3DO ACTION:			
GEX (CRYSTAL DYNAMICS)	NYR	NYR	NYR

(WE'LL RATE GEX IN OUR JANUARY ISSUE. EXPECT EXCELLENT SCORES.)

3D SHOOTING:			
TOTAL ECLIPSE (CRYSTAL DYNAMICS)	97%	91%	95%
MONSTER MANOR (EA)	80%	90%	93%
ADVENTURE:			
OUT OF THIS WORLD (INTERPLAY)	90%	86%	90%
STAR CONTROL 2 (CRYSTAL DYNAMICS)	89%	85%	89%
THE HORDE (CRYSTAL DYNAMICS)	89%	90%	88%
ROLE PLAYING/SIMULATION:			
GUARDIAN WARS (3DO CO./MICRO CABIN)	98%	92%	96%

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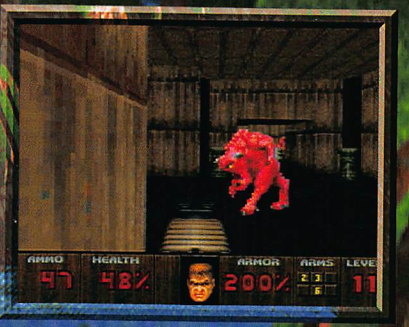


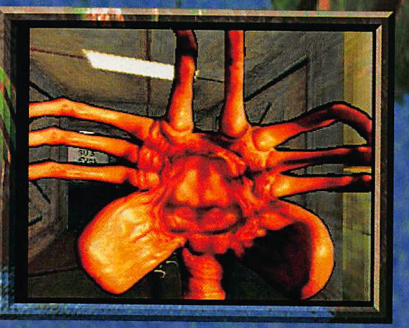












3DO CONT'D.

FIGHTING:	SKID	TAKAHARA	NICK ROX
WAY OF THE WARRIOR (NAUGHTY DOG)	90%	92%	90%
SPR. TURBO STREET FIGHTER 2 (3DO)	NYR	NYR	NYR
SAMURAI SHODOWN (CRYSTAL DYNAMICS)	NYR	NYR	NYR
RACING/DRIVING:			
CRASH AND BURN (CRYSTAL DYNAMICS '93)	95%	95%	95%
ROAD RASH (EA)	99%	98%	99%
NEED FOR SPEED (EA)	NYR	NYR	NYR

TO DATE, WE HAVE NOT PLAYED EVERY 3DO TITLE SCHEDULED FOR '94. AS WE REVIEW THE REMAINING TITLES, WE WILL INCLUDE THE REVIEW - IF THE GAME IS BUYER'S GUIDE MATERIAL.

ATARI JAGUAR

ACTION:			
RAYMAN (UBI SOFT)	NYR	NYR	NYR
BUBSY (ATARI)	NYR	NYR	NYR
TINY TOONS (ATARI)	NYR	NYR	NYR
SHOOTING/ADVENTURE:			
CANNON FODDER (ATARI)	NYR	NYR	NYR
CYBERMORPH (ATARI)	99%	98%	98%
TEMPEST 2000 (ATARI)	98%	98%	96%
DOOM (ATARI)	98%	98%	98%
IRON SOLDIER (ATARI)	NYR	NYR	NYR
ALIEN VS. PREDATOR (ATARI)	98%	98%	98%
WOLFENSTEIN 3D (ATARI)	82%	80%	82%
DRIVING/RACING:			
CHECKERED FLAG (ATARI)	NYR	NYR	NYR
FIGHTING:			
ULTRA VORTEX (BEYOND GAMES)	NYR	NYR	NYR
PUZZLE/ACTION:			
DINO DUDES (ATARI)	NYR	NYR	NYR

JAGUAR TITLES LABELED NYR (NOT YET RATED) WILL BE RATED THIS YEAR. SELECTIONS WERE MADE BASED ON REVIEWABLE VERSIONS.

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SEGA 32X

	VIEWPOINT RATINGS: SKID	TAKAHARA	NICK ROX
FIGHTING:			
COSMIC CARNAGE (SEGA)	80%	89%	80%
ACTION:			
TEMPO (SEGA)	NYR	NYR	NYR
ADVENTURE:			
METAL HEAD (SEGA)	NYR	NYR	NYR
DOOM (SEGA/ID)	92%	90%	95%
SHOOTING:			
STELLAR ASSAULT (SEGA)	NYR	NYR	NYR
STAR WARS (SEGA)	85%	90%	80%
DRIVING/RACING:			
VIRTUA RACING DLX (SEGA)	98%	95%	98%
SUPER MOTOCROSS (SEGA)	NYR	NYR	NYR

NEO-GEO

FIGHTING:			
KING OF FIGHTERS '94	99%	98%	99%
SAMURAI SHODOWN 2	NYR	NYR	NYR
ACTION:			
TOP HUNTER	90%	89%	89%
SPINMASTER	80%	80%	80%

HANDHELDS:

HANDS ON HARRY RECOMMENDS:

SEGA GAME GEAR

ACTION:

DYNAMITE HEADDY
BEAVIS AND BUTTHEAD
JUNGLE BOOK
ZOOL
BATTLETOADS
REN & STIMPY QUEST FOR THE SHAVEN YAK
COOL SPOT
STREETS OF RAGE 2
ALADDIN
NBA JAM
THE INCREDIBLE HULK
SONIC TRIPLE TROUBLE

FIGHTING:

SAMURAI SHODOWN

NINTENDO GAMEBOY

ACTION:

BATMAN THE ANIMATED SERIES
BONK'S REVENGE
CONTRA
DONKEY KONG LAND
JUNGLE BOOK
KID ICARUS
LGND OF ZELDA: LINK'S AWAKENING
MEGA MAN 5
METROID 2
NBA JAM
SUPER MARIO LAND (1&2)
TAZMANIA
WARIO LAND-SUPER MARIO LAND 3

FIGHTING:

SAMURAI SHODOWN

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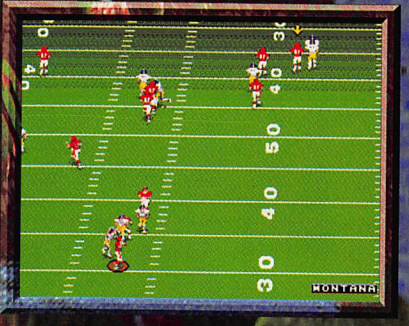
















1994 GAMEFAN SPORTS BUYER'S GUIDE

FOOTBALL

GENESIS:

NFL '95 (SEGA SPORTS)-GF SPORTS RATING: 96%

MADDEN NFL '95 (EA SPORTS)-GF SPORTS RATING: 93%

SNES:

TROY AIKMAN NFL FOOTBALL (WILLIAMS)-GF SPORTS RATING: 84%

MADDEN NFL '95 (EA SPORTS)-GF SPORTS RATING: 72%

3DO:

JOHN MADDEN FOOTBALL (EA SPORTS)-WAS NOT RATED

JAGUAR:

TROY AIKMAN NFL FOOTBALL (WILLIAMS)-NOT YET RATED

BASEBALL

GENESIS:

WORLD SERIES BASEBALL (SEGA SPORTS)-GF SPORTS RATING: 96%

LA RUSSA BASEBALL '95 (EA SPORTS)-GF SPORTS RATING: 95%

SNES:

TECMO SUPER BASEBALL (TECMO)-GF SPORTS RATING: 93%

MLBPA BASEBALL (EA SPORTS)-GF SPORTS RATING: 86%

KEN GRIFFEY, JR. BASEBALL (NINTENDO)-GF SPORTS RATING: 84%

BASKETBALL

GENESIS:

NBA ACTION (SEGA SPORTS)-WAS NOT RATED

NBA LIVE '95 (EA SPORTS)-GF SPORTS RATING: 88%

SNES:

NBA LIVE '95 (EA SPORTS)-GF SPORTS RATING: 98%

HOCKEY

GENESIS:

NHL '95 (EA SPORTS)-GF SPORTS RATING: 98%

SNES:

NHL '95 (EA SPORTS)-NOT YET RATED

SOCCER

GENESIS:

FIFA INTERNATIONAL SOCCER '95 (EA SPORTS)-GF SPORTS RATING: 98%

SNES:

FIFA INTERNATIONAL SOCCER (EA SPORTS)-GF SPORTS RATING: 94%

3DO:

FIFA INTERNATIONAL SOCCER (EA SPORTS)-GF SPORTS RATING: 98%

GOLF

GENESIS:

PGA TOUR 3 (EA SPORTS)-GF SPORTS RATING: 92%

PEBBLE BEACH GOLF (SEGA SPORTS)-GF SPORTS RATING: 91%

SNES:

PEBBLE BEACH GOLF (T&E SOFT)-WAS NOT RATED

3DO:

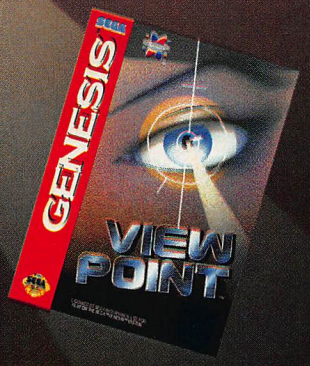
PEBBLE BEACH GOLF (PANASONIC)-GF SPORTS RATING: 93%

WAIALAE COUNTRY CLUB (PANASONIC)-GF SPORTS RATING: 94%

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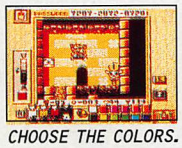
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TETRIS 2

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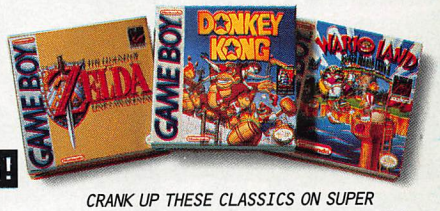


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You're thinking, whoa, these Metroid hatchlings just quadrupled in size and they're purple! Is this really happening?

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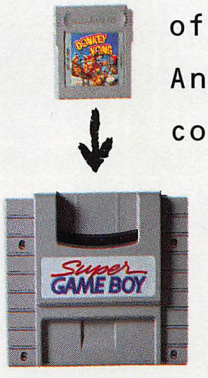
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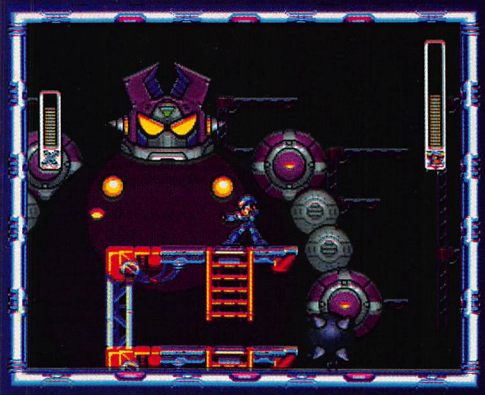
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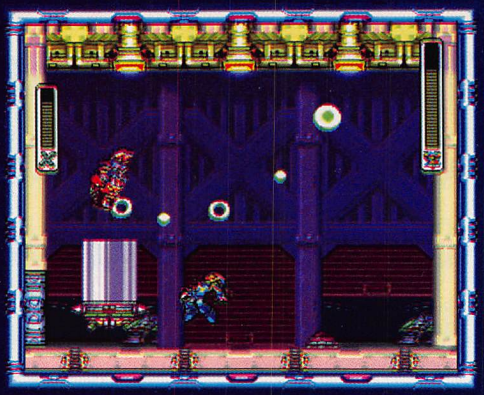




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MEGA MAN X2

Capcom's biggest star is about to grace your SNES screen once more... that's right... Mega Man! The blue one is back in an all-out 12-Meg action platformer coming this December. You're probably thinking the same thing I am... "ALREADY?!" It's only been about six months since the first game, and the story resumes six months later as well: Sigma's been destroyed, but many of his followers have fled and taken refuge in an abandoned robot factory, and it's up to Mega Man X to go get 'em!

PREVIEW • CAPCOM • 16MEG • AVAILABLE DEC.

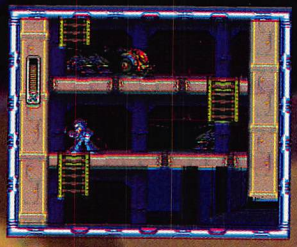


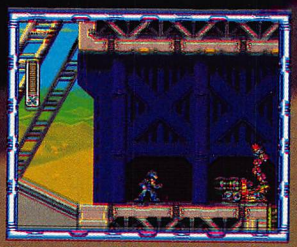


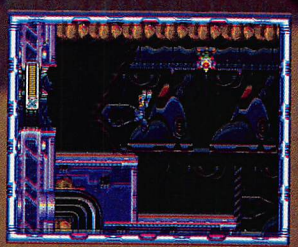


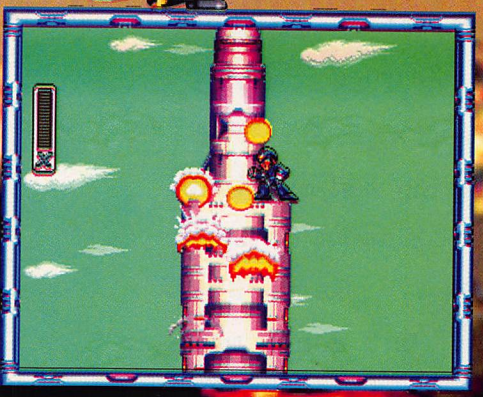


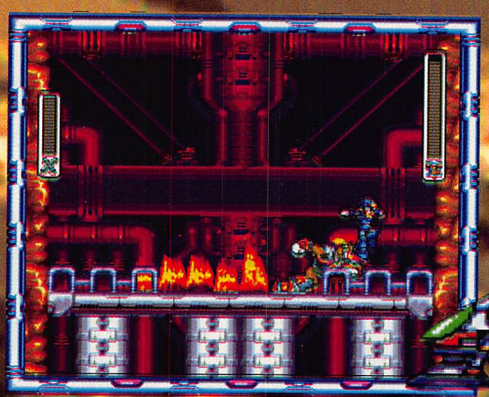






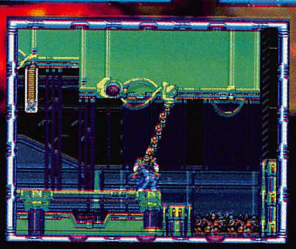


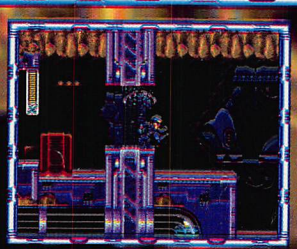






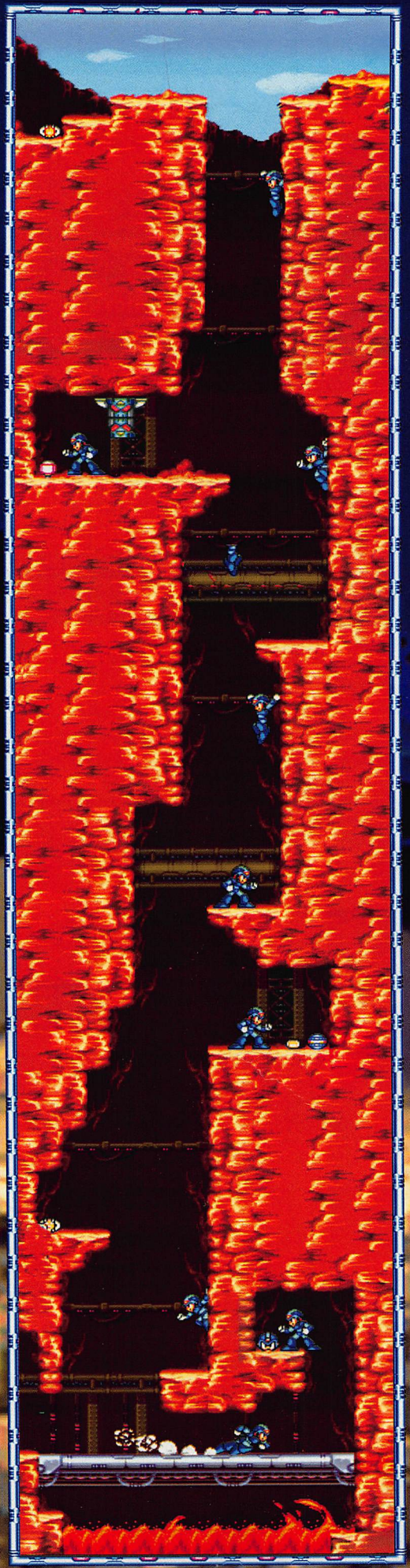


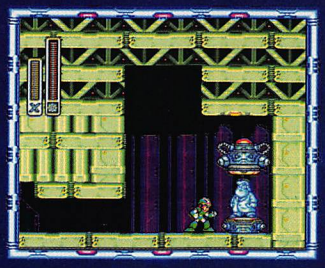


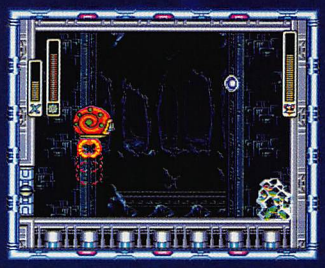




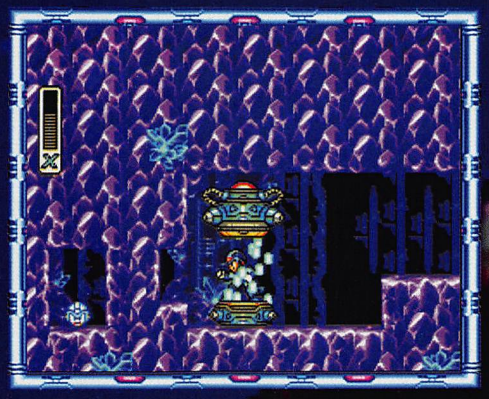












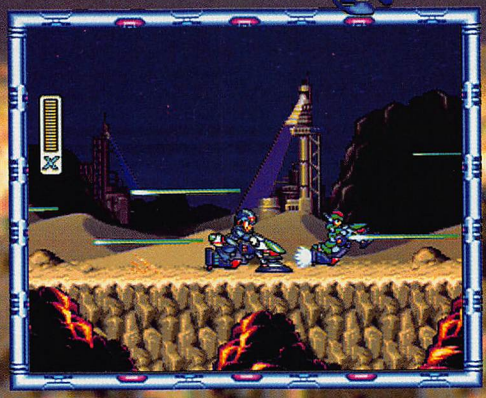


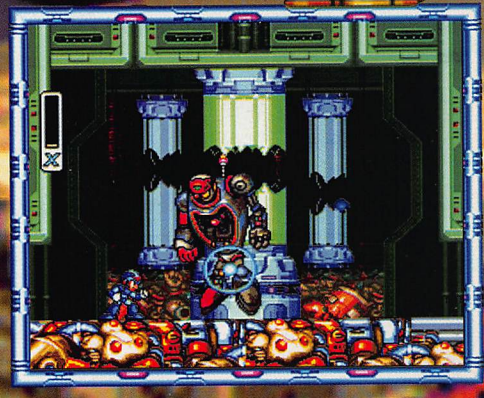
This title carries the same exact style as seen in the first adventure, with a few added extras, such as a DSP chip for extremely speedy gameplay, a few polygons, and bigger and meaner bosses. If you thought the first game was tough, let's just say you're in for quite a bit more. No more hiding in the top corner of the screen to pick the bad guys off this time around! What about the megs? Well, I'm gettin' to 'em. Although this title is 12-Megs, just like its predecessor, you've got the added DSP which accounts for the longer stages, more scrolls and even massive mid-level bosses to bring a smile to your face and blisters to your thumbs.

Megaman X2 still displays his sleek look, charging X-Buster and Power Dash. My only gripe was the fact that Rush the dog was nowhere to be found... OK guys, maybe next time. In my opinion, however, this should have been the first Megaman game on the SNES, as I feel it comes closer to the original 8-Bit MM than the first "X" did. Capcom keeps the quality set on "high" here, with incredible graphics and music. Mega Man has such a universal appeal... this character doesn't tire easily. So, keep pumpin' 'em out, guys, I'll be waiting...

- Snarf

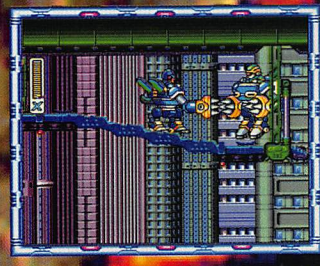


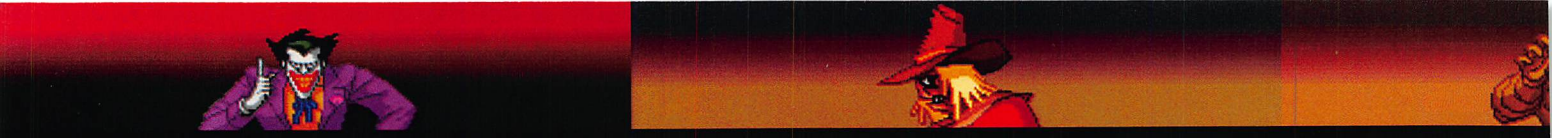






















the adventures of BATMAN & ROBIN



REVIEW ¥ KONAMI ¥ 16MEG ¥ AVAILABLE DEC.

I'm speechless. This is, without a doubt, one of the most rocking SNES action game I've played this year, next to Capcom's Demon's Crest. Even if you've never seen the TV show, The Adventures of Batman and Robin (Previously known as Batman: The Animated Series) is a purchase that comes highly recommended from this reviewer. At the head of B&R's many kick-butt virtues is its perfect control... every sequence in this title from the regular action stages to the falling-from-the-top-of-a-skyscraper area to the riding-on-top-of-a-roller-coaster-cart-in-incredible-3-D stage feels like a dream. You'd be hard-pressed to find another SNES game that controls this well. Also, high on the list o' goodies are the trademark Konami SFX liberally sprinkled throughout, and they are MOST impressive this time around - fantastic line-scrolls, superb 3-D polygonal mazes, mind-

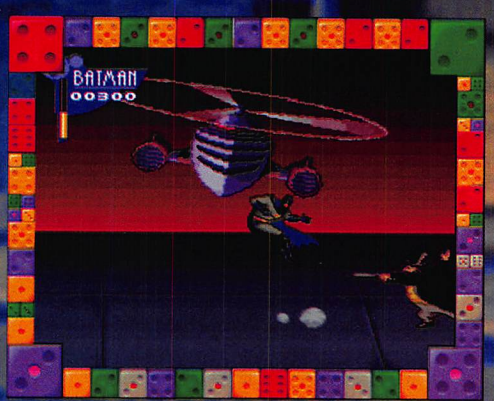


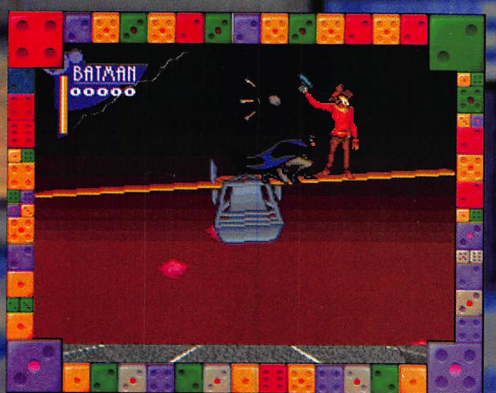
























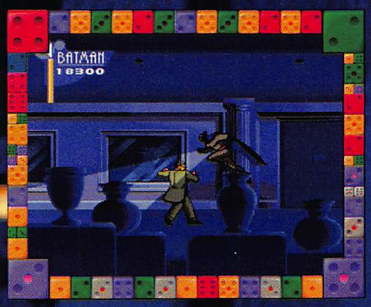












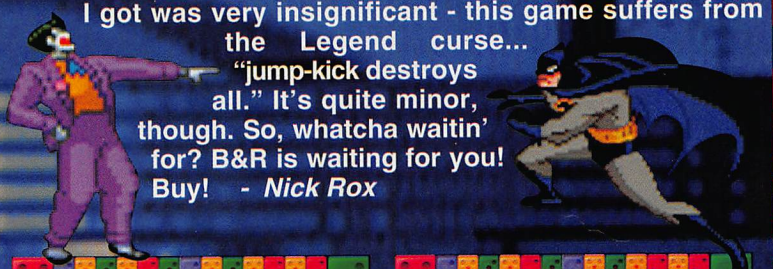




boggling shadowing effects, Contra Hardcorps-like 3-D stages on top of a plane, HUGE full-screen, multi-jointed bosses and up to 5 layers of scrolls... to name but a few. In fact, this game has so much graphic innovation that the feeling you get from it approaches that of the first time you played Gunstar Heroes... the feeling of "NO WAY! THIS is a *name of system*?!" That's right, friends, B&R is truly a near-perfect action game. I guess the only thing I haven't mentioned is the music, which rocks, and it's a perfect translation of the cartoon's symphonic themes. As kickin' as this title is, it was hard for me to come up with a complaint, and the one I got was very insignificant - this game suffers from the Legend curse... "jump-kick destroys all." It's quite minor, though. So, whatcha waitin' for? B&R is waiting for you! Buy! - *Nick Rox*











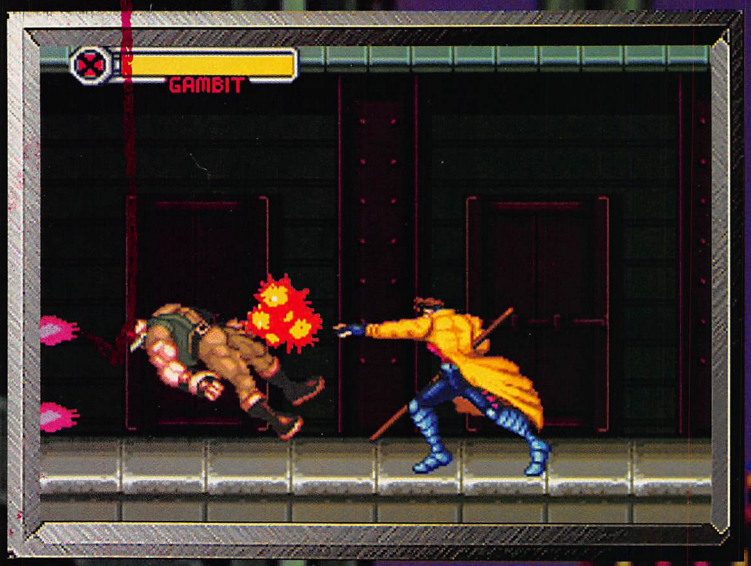








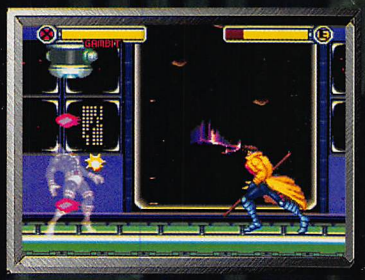




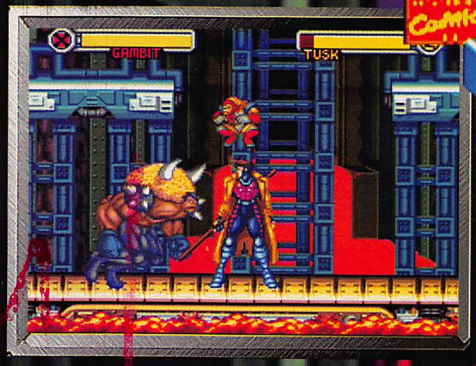








REVIEW ¥ CAPCOM ¥ 16 MEG ¥ AVAILABLE DEC.



MARVEL COMICS

X-MEN

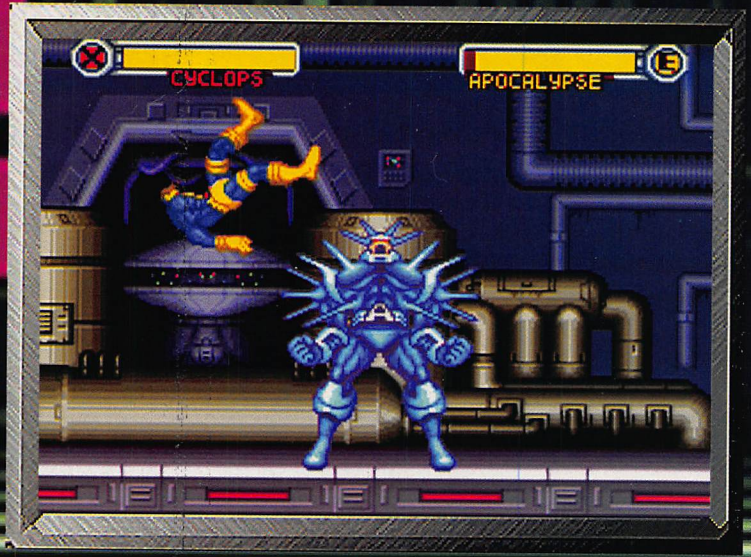
MUTANT APOCALYPSE



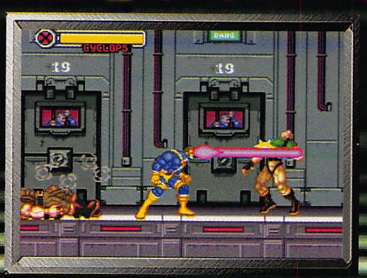
The Uncanny X-Men... surely the most popular cartoon on TV today, to say nothing of the comic. Who else would have bought the license but Capcom? Capcom has chosen this, a 16-Meg Ninja Warriors/Final Fight combination as their first X-Men game. The first thing you'll notice about X-Men: Mutant Apocalypse is the fact that you've got FIVE selectable characters - Cyclops, Wolverine, Psylocke, Gambit, and Beast. Each character has his or her mutant abilities that are accomplished with SF2 controller movements. For example, Wolverine can do a Shoryuken-like uppercut the same way Ryu does his, and a fireball motion will fire Cyclops' death ray. Each character has his own stage, similar to Mega Man, and after finishing all





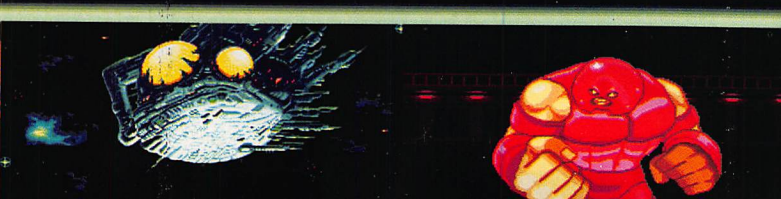


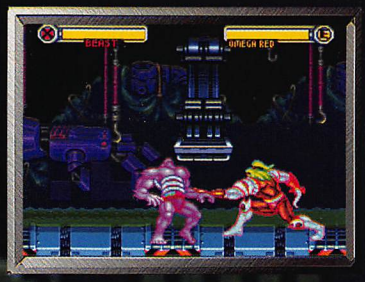






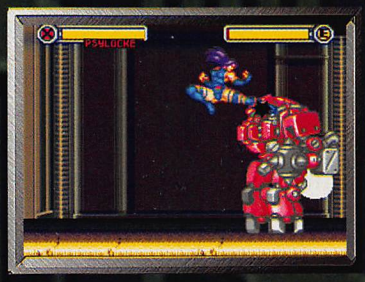


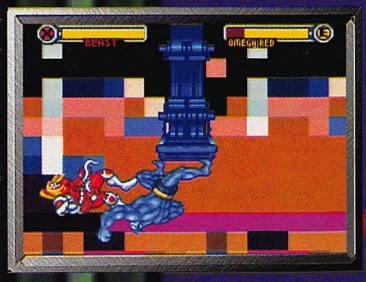




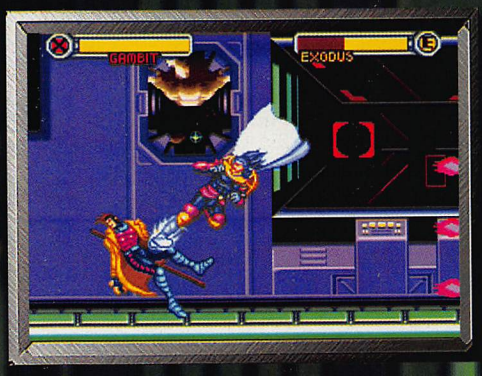


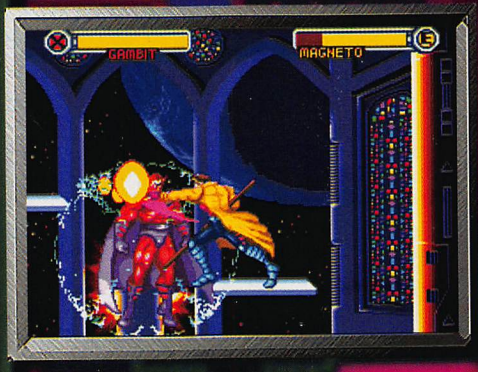




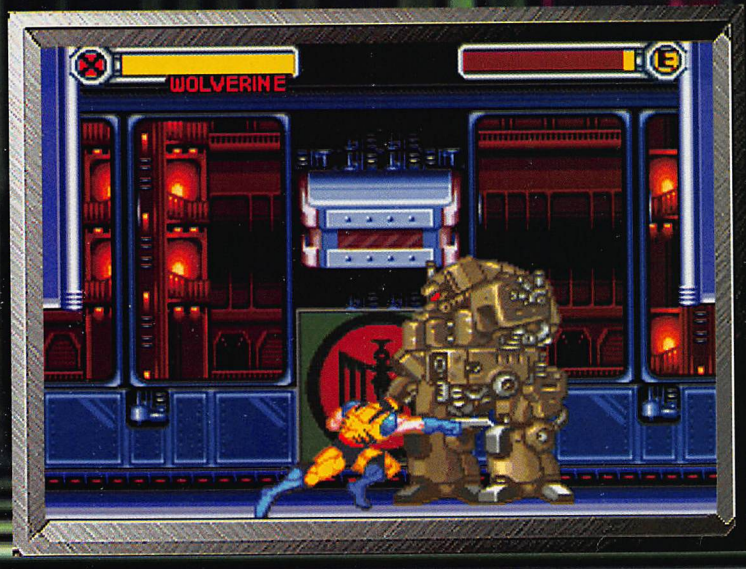


five you play the final five or so stages with any character of your choice. The players in X-Men are huge, as are all of the enemies and bosses. If not for the fact that you can jump up to different levels and platforms, you'd think you were playing Ninja Warriors. The graphics and art in X-Men is above average, but there are few special effects, and you might even notice that the infamous creator of Cammy, Linn Kurosawa, Morrigan and now Siren's at it again... he drew Psylocke! The tunes and music are okay, and they all sound very Capcom. There are a few speech samples as well, but none from the actual cartoon. All in all, X-Men is an average platformer, but of course the real hook of the game is the X-Men themselves. If you're an X-Men fan, here it is... Mutant Apocalypse is easily the best game featurning everyone's favorite mutants yet. - *Nick Rox*



















JURASSIC PARK II

PREVIEW • OCEAN • 16MEG • AVAILABLE DEC.

When I recieved this game to review, I thought... "ANOTHER ONE? Why? Wasn't the first one good enough??" However, I ended up giving quite a hats off to Ocean for this fine cart... it's a great addition to your SNES library. *ed.*- "Nicks being funny"

Beginning with several seconds of high-quality speech in an excellent cinematic intro, Jurassic Park 2 will take you through totally different styles of play than it's predecessor, 'cause this time around it's a Contra-style adventure! In Part Two you play the role of a marine, Casey Cross, who's been sent into Jurassic Park to protect it from an evil millionaire named Craig Lockhart who wants the dino-infested attraction for himself. Along the way you'll take on such missions as destroying a rampaging *T.Rex* or protecting defenseless Gallimimus. As I've said before, JP2 is an extremely Contra-style platformer with a touch of Alien3









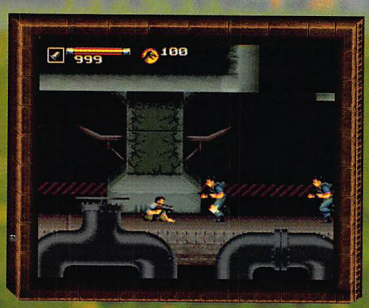






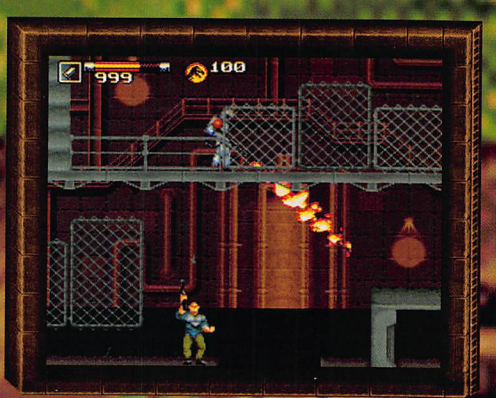






















tossed in for good measure. Your main character has several guns at his disposal, as well as an extensive arsenal of funky-fresh tranquilizers and homing lasers... those *Velociraptors* don't go down easy! This title also features several maze-oriented stages inside huge industrial warehouses and dense jungles.

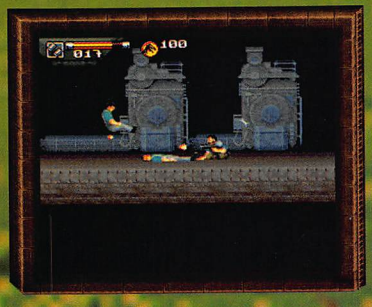
JP2's background art and animation is superb, with insane amounts of splashy colour and tons 'n' tons of quality parallax. You'll also find umpteen fantastic visual effects, like cool transparent mist, digitized machinery, and dinosaurs straight out of the film. The music for the game is also high-quality, with numerous Aficanesque jungly beats with keen exotic overtones. Jurassic Park 2's sound effects are awesome, too... the intro is completely narrated and the dinosaur's wails o' triumph and pain are excellent.

All in all, Jurassic Park 2: The Chaos Continues is a fantabulous SNES platformer, and a boon if you're an Alien3 or Contra (not to mention Jurassic) fan. Check out JP2 this Christmas for a packed-wit'-fun platforming extravaganza! - *Snarf*

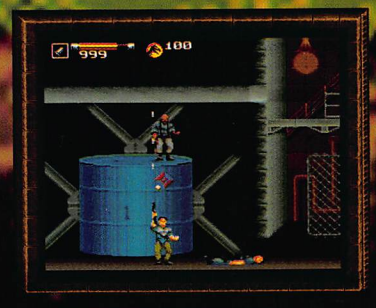








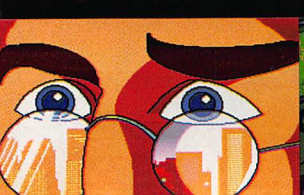


























SETA IGMEG
AVAILABLE 1ST QTR. '95
PREVIEW

Nosferatu



I've been staring at screen shots of Nosferatu for three, count 'em, three years, no lie. For one reason or another this game has suffered countless delays. But you know what?... I don't care. Because Nosferatu exceeds my expectations of what a good SNES adventure game should be. Dracula has nabbed your squeeze and now you, armed only with your fists, must enter the dark castle, fight past hordes of ghouls and treacherous mazes, kill the blood sucker and flee with your sanity intact. This is all done to morbid mood music in spectacularly dratun, indoor and outdoor areas surrounding Dracula's catacombs and castle. The play control in Nosferatu blends the nimble mechanics of Prince of Persia with the best arcade fighting moves, like karate kicks, roundhouses, upper cuts, slides, and body slams. This mixture





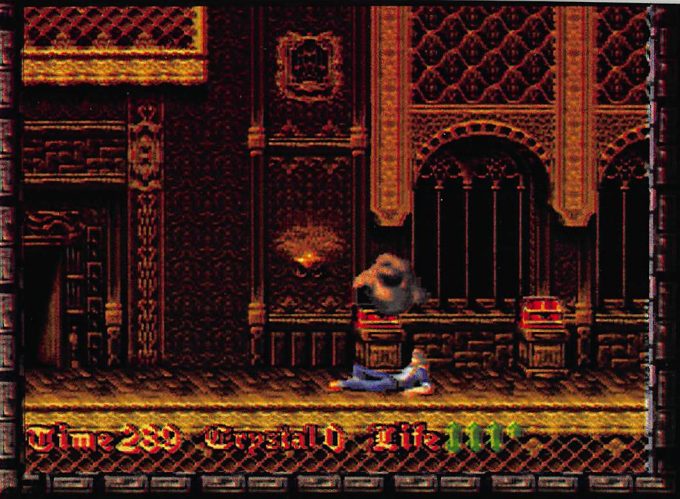




of play mechanics adds up to a unique, fun, and non- repetitive gaming experience. The intros, and intermissions in Nosferatu are not only photo real, but animated, lending great drama to an already great script. I'll have a lot more to say about Nosferatu when we review the game for its upcoming American debut. The version shown here is the newly released import, so until then, sharpen your stakes!

-*E Storm*





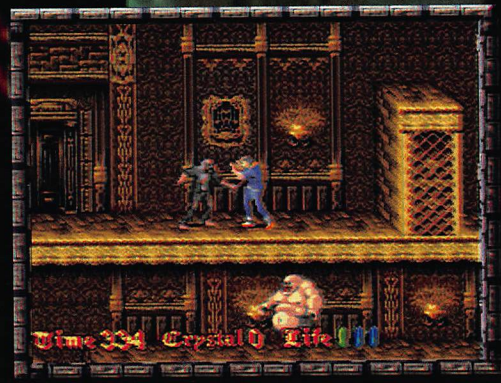
































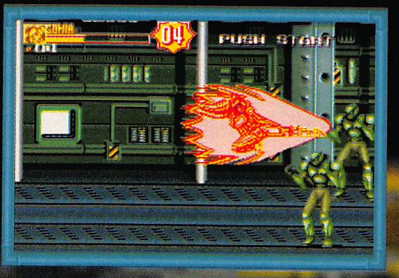














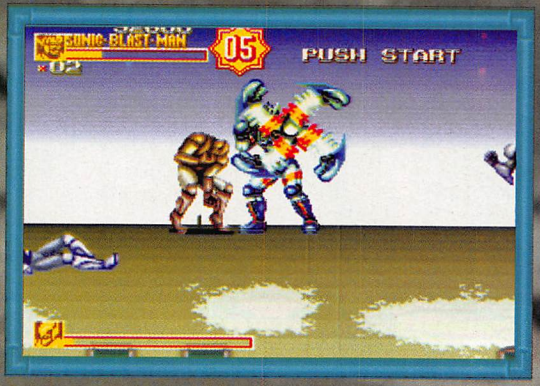


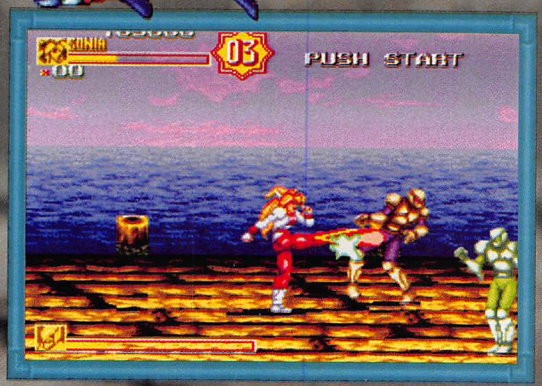












Do any of you remember Sonic Blast Man? Me neither, really, except that cheesy punch-meter arcade game. He's back, I guess, to combat the terrible fiend Yafu who's terrorizing poor earth people everywhere. This time around, our hero is joined by two powerful buddies, Sonia and Captain Pur... er, Choyear. Sonia resembles a female Sonic Blast Man, and her main power is the mastery of fire. She's the fastest of the three warriors. Captain Choyear is a burly dude with massive lightning-charged armor - he's the slowest. Each character has a massive variety of moves in this 12m Final Fight clone, and the superheroes even have two attack buttons of different strengths making this cart feel that much more like a fighting game. SBM2 is a rather run-of-the-mill side-scroll smack-fest, with the expected repeating backgrounds, lame jumpy-80's tunes and maddeningly repetitive gameplay but the extensive, SF2 feel, almost saves this game and the three totally different characters don't hurt either. If you were a fan of the first one, although I don't expect there ARE many, this game's for you, and if you like Final Fight clones this one is truly among the best of them... but it suffers from what they're all afflicted with, repetition. *-Nick Rox*

TAITO

16MEG

SONIC BLAST MAN II

AVAILABLE NOW

REVIEW



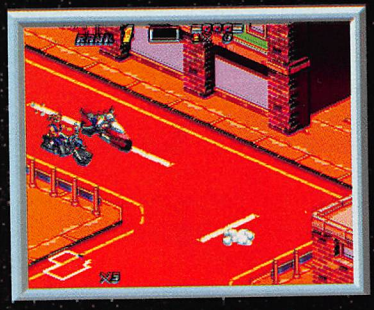



Alien rodents that ride motorcycles...only in America. If you watch Saturday morning TV, or frequent the action figures' isle, you are probably familiar with 'The Biker Mice from Mars'. Throttle, Modo, and Vinnie, crash landed in Chicago after escaping the evil Plutarkians who destroyed their planet. Now they continue to battle Lawrence Limburger, the head Plutarkian on earth, and his ruthless partners in crime.

Here's your chance to join in the fun. Choose from Vinnie, Throttle, Modo, Dr. Karbunkle, Lawrence Limburger, Evil Eye Weevil, or Greasepit and get ready to race and fight in an isometric war zone, Konami style!

BMFM is set up similar to Rock and Roll Racing. The track is laced with obstacles, like fans that blow you off course, monster jumps, walls, barricades, and air vents that blow you sky high. The control is (of course) perfect, and the graphic depiction of the characters is right on. There are three rounds of racing in BMFM with five tracks in each. As you win, money is awarded to upgrade your machine, with better ammo, engines, tires, and armor. Those with an eye for superior machinery will choose Vinnie and the Ninja-like road racer. All the vehicles mimmick the TV show exactly. Some enemy vehicles, notably the round, floating ship of Lawrence, are interesting and fun to control. In the area of difficulty, my advice is to avoid easy mode and jump straight to the higher settings. Riding around way out in front can get boring. When played on normal or hard your weapon deployment really figures in to the action. Overall, for what it is, BMFM is an excellent game, with slick tunes, good graphics, and great control. Who better to make the second iso-racer for the SNES than Konami? They are after all, one of the best third party developers in the world. So if you're looking for some good racing action give Biker Mice From Mars a try. *-Takahara*









KARBUNKLE


LIMBURGER


GREASE PIT


THROTTLE


MODO


VINNIE

KONAMI 16-MEG
NOVEMBER









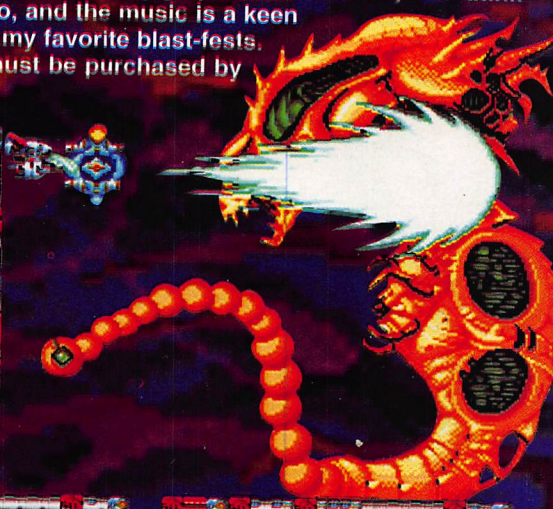
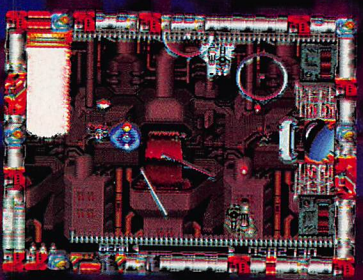
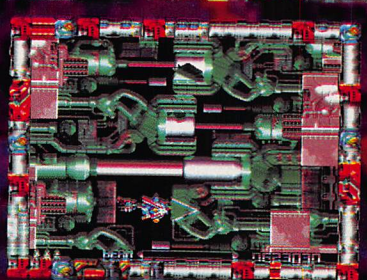





R-TYPE III
THE THIRD LIGHTNING

Think Jaleco. To be totally frank, the name isn't exactly synonymous with top-quality softs. Now think rockin' SNES shooters. Haven't been many, have there? There's Axelay, Axelay... and Axelay. Now think a combination of the two! What an odd couple, eh? Actually, R-Type III: The Third Lightning isn't an original Jaleco game, but a license from the now depressingly defunct Irem. Jaleco should be commended in the highest, however, for their decision to release this truly unbelievable game in the US. First of all, you MUST set aside time for R-Type III. You ain't gonna finish this bad-boy in a few hours. This 16-Meg joy-fest rocks on in every way imaginable, from the truly original weapons and options system, to the mind-blowing mode 7 intro, and to the first-rate art, music, and game play. In this cart you have your choice of three Force Systems, and these have three sub-weapons each. The first one is the main weapon found in the previous R-Types, the second is a too-cool Shadow Cannon-type affair, and the third is an experimental, living, jelly-like option. Beyond the Force Systems, all of which power-up to three levels, you also have Gradius-like "Bits" that follow your ship around, and the familiar R-Type Beam that can now charge up two separate meters. That's your arsenal. You'd get depressed if I compared it to the enemy's battalions, though, so I won't, but just keep in mind the fact that this game will take you many a day to complete! As for the Third Lightning's graphics, they're filled with so much Mode 7, transparencies, and other amazing graphics tricks that you'd think you were playing the latest arcade shooter. The sound and music are near-perfect, too, and the music is a keen mix of hard rock, classical (!), and techno styles. All this excellence adds up to one of my favorite blast-fests. In these increasingly shooter-bereft times, R-Type III is a welcome ray of hope that must be purchased by any true shooter fan. Irem, come back! - *Nick Rox*

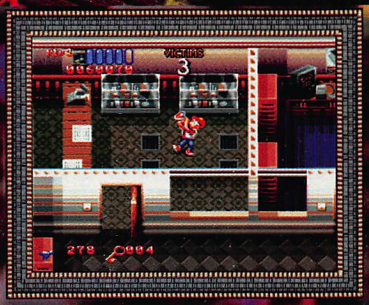




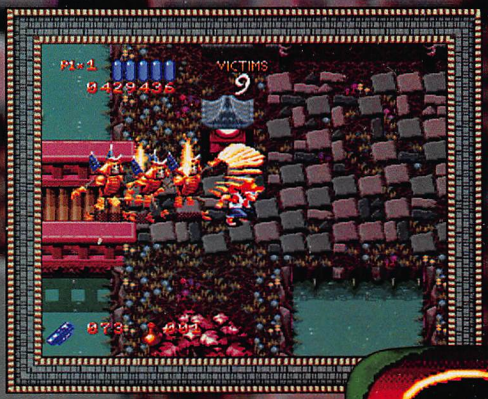




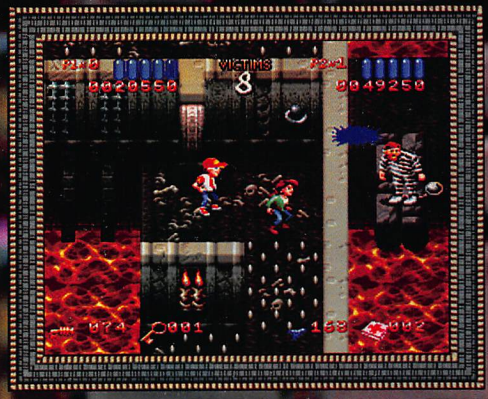








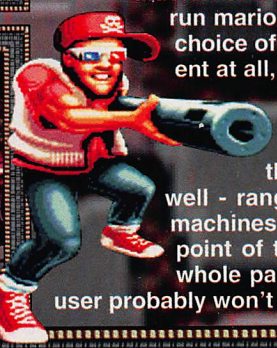




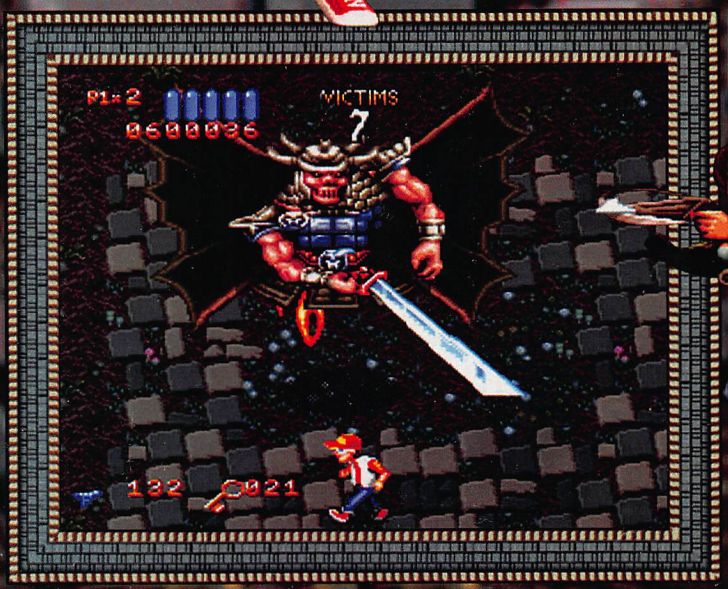
GHOUL PATROL







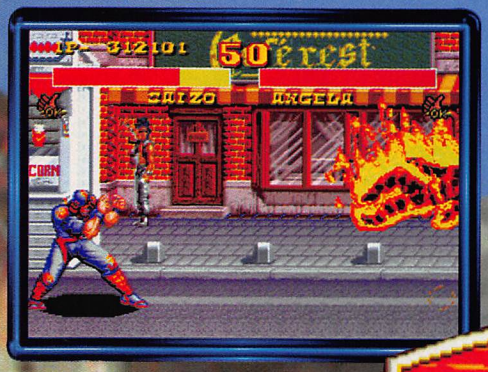
Normally, I feel it best to begin a review of a sequel by comparing it to its predecessor. In the case of Ghoul Patrol, I cannot - part one was produced by a different company. In any case, Ghoul Patrol is a highly original, top-view game in which you run through mazes, saving elderly seniors and misbegotten artists from the clutches of "ugly demon dudes" that you've sprung out of a "freaky dimension." The action can only be compared to something along the lines of Illusion of Gaia, but that doesn't mean Ghoul Patrol has RPG overtones... it doesn't. You can run mario-style, jump, slide, fire unique weapons like sucker-tipped arrows and you have a choice of two members of the Ghoul Patrol, (?) Zeke and Julie. The characters aren't different at all, so I guess it just comes down to what character you like the most. There's also a two-player feature. This cart is very maze-oriented, so if you're a fan of that sort of thing, this is without a doubt your game. In the realm of artwork, GP's graphics are rather amusing, drawn in an appealing comical style that's just right for this type of game but the animation is slightly jerky. The enemies are quite cool, as well - ranging from regular household implements that come to life, like fiendish Xerox machines and hell-spawn novels, to grimy pirates and man-eating sharks. The strongest point of this above-average title has to be the music though - it's just the coolest. As a whole package, GP will appeal to fans of the first game and maze freaks, but the average user probably won't like it. Rent first. - *Nick Rox*





















Power Instinct

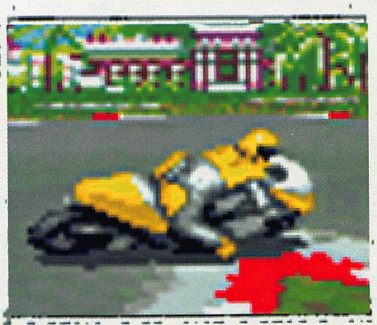
ARGH! This is truly the first time I've ever admitted the fact that there are TOO MANY FIGHTING GAMES. My previous philosophy was "Bring 'em on! More fighting games don't hurt!!" but I've revamped my policies since the recent flood of bad fighters, in the arcade and home. I only want REALLY good and/or original fighters like Dark Stalkers, Samurai II, etc..., and Power Instinct fits into this batch. An excellent translation of last year's arcade sleeper, PI is rather unique. Your characters can double jump, and doing so lets you travel throughout a MASSIVE playing area, not to mention the fact that the right-and-left size of the battle arenas are nearly double that of other games of this genre. PI lets you assume control of eight different characters, and each brawler has about four special moves each. One character, Otane Goketsuji, can transform into a completely different character, so you could say you can control nine! PI isn't a "serious" fighter. Imagine it as a cross between the humor of Clayfighters and the seriousness of SF2. For instance, some characters toss flaming hearts or even their DENTURES at you! The music is appropriately bonkers as well, and there's plenty of voice to go around. Power Instinct seems to be shaping up into one of this year's best arcade translations. Had you ever even HEARD of Atlus a year ago? Me neither! This company is slowly gaining on my "best soft houses" list with Instinct, the upcoming arcade sequel, and their newest Genesis acquisition. Look for more on PI in a future issue of GF... and just wait until you see what Atlus is cookin' up for Sega! - *Nick Rox*



GRAND PRIX 1

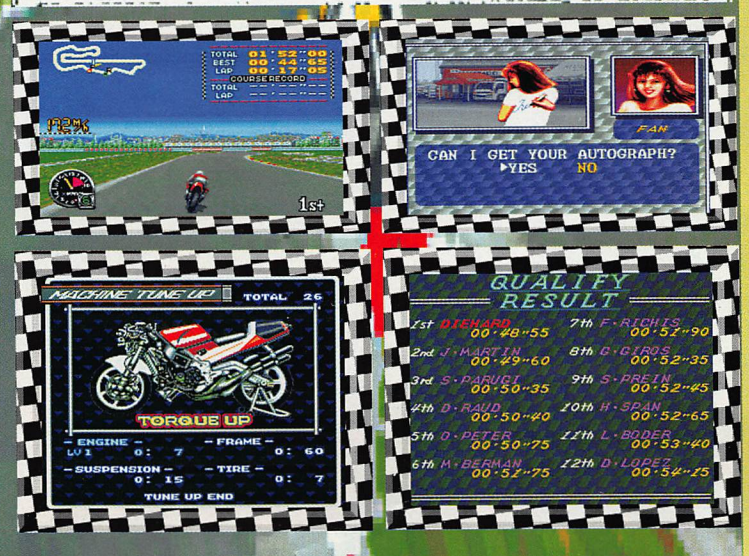
THE GAZETTE TUESDAY, JUNE 21, 1994

GOOD FIGHT! DIEHARD



Atlus now has more asphalt scorching action coming for SNES gamers with the release of GP2, the sequel to last year's critically acclaimed motorcycle racing game. Featuring more realistic, digitized characters, challenging circuit racing, and even faster action, courtesy of the on-board DSP chip. GP 2 looks and plays extremely well and is shaping up to be one of the better SNES racers this year ... more to come next month. *- Talko*



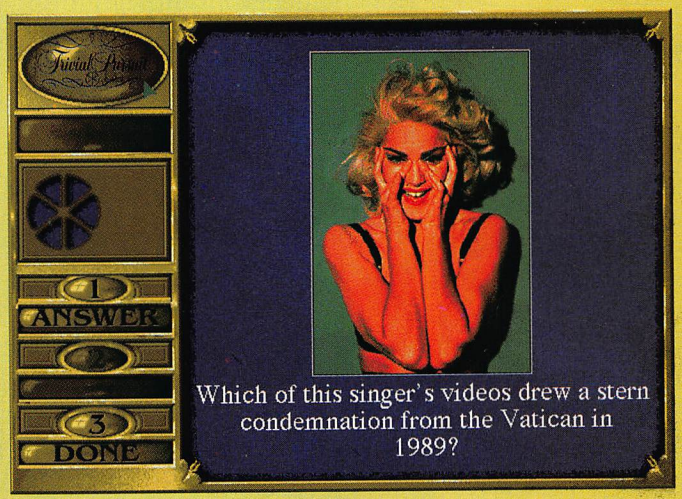


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REVIEW • E.A. • 16MEG • AVAILABLE NOW

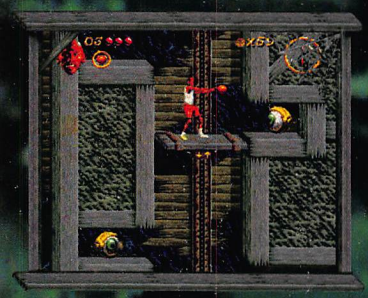
MICHAEL JORDAN

CHAOS IN THE WINDY CITY





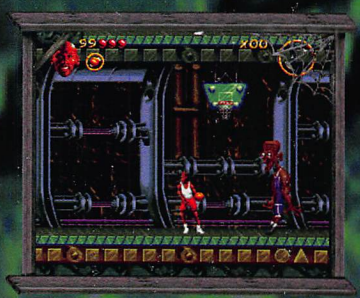
When the bald one hits the dank sewers of Chicago, using his well developed basketball and Action/Platform skills to vanquish the city of its enemies, there could only be one result; Chaos in the Windy City. This new title from Electronic Arts came as somewhat of a surprise to all of us at GameFan. When you think Michael, you don't immediately think "action game". But the folks in San Mateo have cooked up a long, tough challenge for AP and Michael fans alike. Making use of b'balls that can be powered up along the way, you have to make your way through subterranean Chicago-trying to save your hoop playing friends that were kidnapped while staging a charity basketball game. Chaos is not the best Action/Platform game around, but the inclusion of Mr. Jordan certainly makes it unique. And the graphics and music/sound FX are excellent. Although I hesitate to recommend this game for the average player. If you're an avid AP player, or simply a big fan of the Arizona League's #1 attraction, you will find a lot to like in Chaos in the Windy City. For a company not known for its action games, EA has done a credible job with this title and made a highly unique addition to the genre in the process. - *Dr. E*

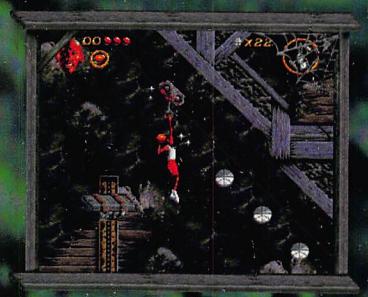






















WHITE KNUCKLE RED FLAME ORANGE EARTHQUAKE PURPLE REBOUND GOLD HOMING BLUE ICE BLACK IRON





Remember Nintendo's "Track and Field" on 8-bit? Konami does. Get ready to whack those buttons kiddies, as Konami presents Wacky Sports Challenge, a new Tiny Toons adventure. In this multi-event "sports" contest, you throw flying saucers, race for chicken, ski, weight lift and run the obstacle course, among other things. The graphics are colorful, with bouncy-type music and there is a great sense of humor in the game that will really appeal to the 8-10 year old set. The game is fairly simple to get into and the learning curve is short, so the little ones should enjoy this game come the holidays. ***- Talko***









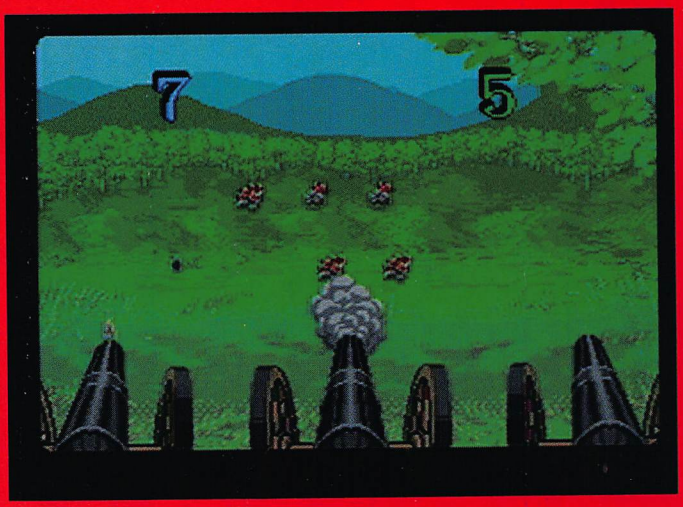




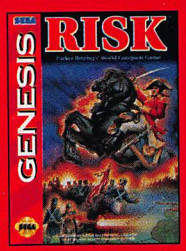




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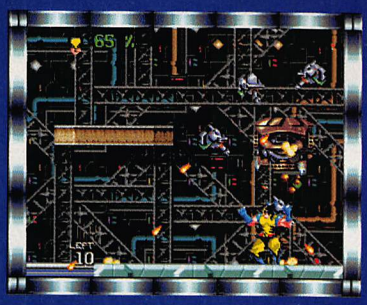
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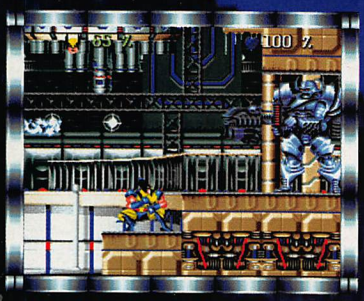










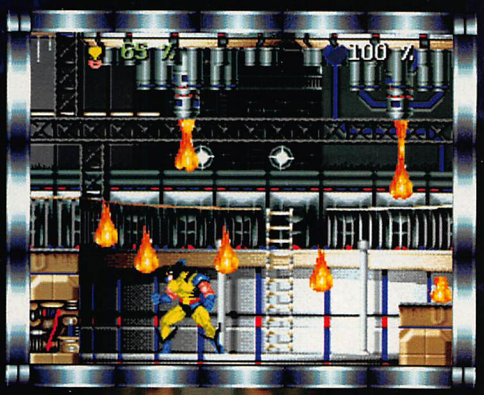


MARVEL COMICS WOLVERINE

ADAMANTIUM RAGE

ACCLAIM • 16-MEG • *PREVIEW* • AVAILABLE DEC.

The most popular member of the X-men team has finally spawned his own game. Wolverine claws his way on to the SNES with above average animation and a wide variety of trademark moves. The action is a mixture of arcade fighting and challenging platforming. Our hero comes equipped with his infamous claws, which give him the ability to climb and grapple, this along with a vast array of punches and kicks gives Wolverine an almost lifelike flow. The control however, will take some getting use to. There's always a catch! The levels in Wolverine are cavernous and give the game a nice comic book feel. The game is drawn well and should meet the approval of the Marvel following. Wolverine's enemies, range from robots, to flying sentries, and of course your favorite comic villains like Destroyer Program, Tri-Fusion, Lady Deathstrike, Geist, Bloodscream, Cyber, Black Queen, Shinobi Shaw, and Fugue make their presence known throughout the game, as the story unfolds in pure comic book style. Acclaim has done some nice work with their comic book line, and Wolverine is a nice addition. It will be interesting to see what their move to 32-bit will bring. *-Snarf*

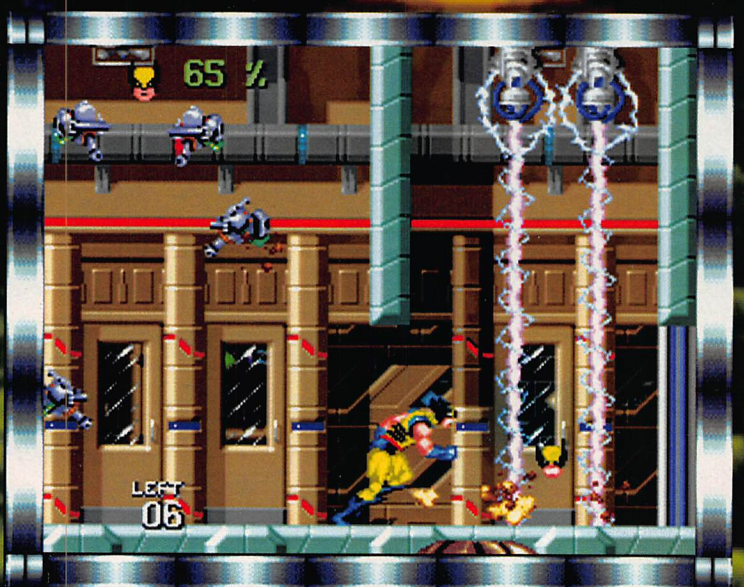










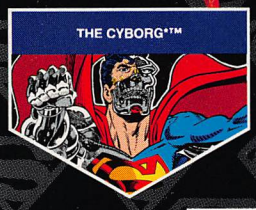


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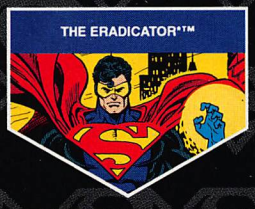
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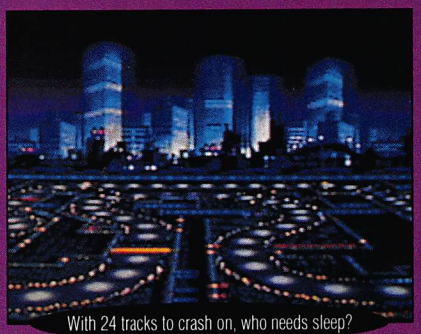
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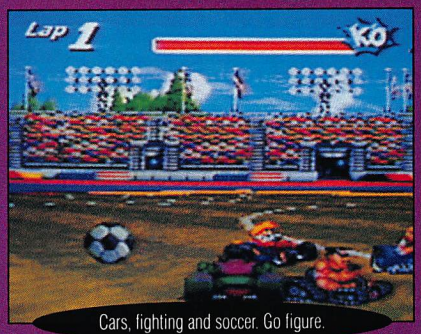


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RISE OF THE ROBOTS

PREVIEW • ACCLAIM • 32MEG • AVAILABLE DEC.















Acclaim's second foray into the one on one fighting arena, Rise of the Robots, will soon make its debut on the Super NES. Coming of its success as a best selling PC title, Rise of the Robots clocks in at a whopping 32-megs. ROTR's main features are its impressive Ray-traced graphics and realistic mini-movies for each combatant.

The story revolves around a super corporation and developer of the most advanced robots designed to manage the daily aspects of every day life on a high-tech civilization. Until one day a computer virus infects the main self-awareness program, eventually shutting down the plant and reprogramming the security droids to become, well, lets just say, a bit grumpy. Your job is to put a stop to these renegade droids and eventually work your way up to the main machine. Standard equipment includes the usual one on one vs. mode, and tournament mode, but ROTR also sports a story mode, this is where you'll get to view the some of the amazing animation. In the story mode, you must acquire your special moves by crushing opponents. Your enemies will range from life-like robots to four legged service droids. The look and feel to this game is unique, and that doesn't come often. However, the action moves quite slow as the lumbering droids try to make a game of it. You definitely pay a price for these graphics (I.E., don't expect SF2, Combo's are not standard issue). If you shop for graphics shop for Rise of the Robots, but if precision control is your game, there are better fighters available. - *Snarf*





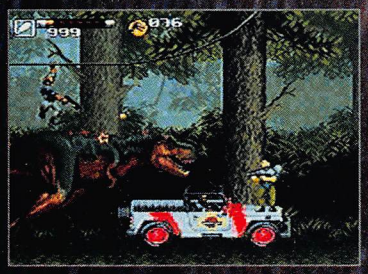






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What'dya think, they'd just die off?

WRONG. This time the dinosaurs own the park. And there are tons of them — literally. Including those too nasty for the big screen.

And guess who gets to go in and play Mr. Ice Age...We'll give you the weapons, you do the rest.

Oh, and one more thing: It's been a year since "the attractions" have had a really good meal.

Enjoy your visit!

JURASSIC PARK™

PART 2:
THE CHAOS CONTINUES

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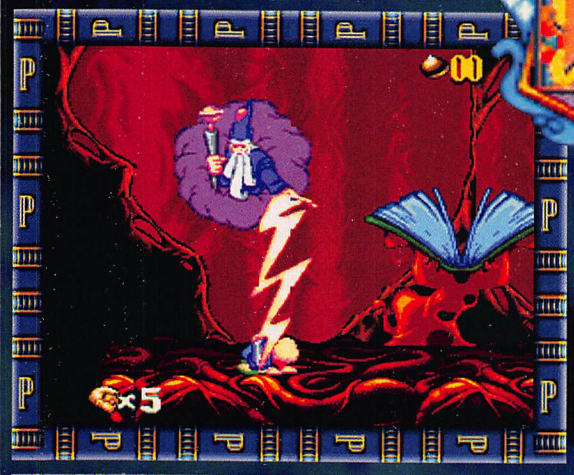
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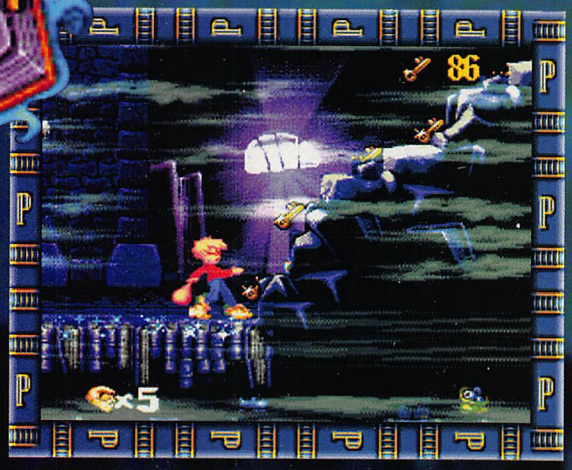
PREVIEW • FOX • 16MEG AVAILABLE DEC.





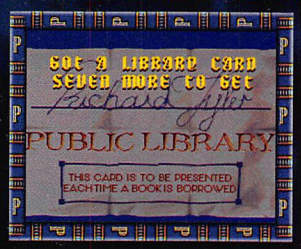














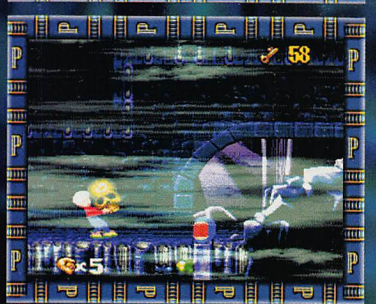




Wow! Did you ever think a good game could have Macaulay Culkin as the main character? Incredible! Well, it's finally happened... Fox Interactive's Pagemaster, based on the upcoming animated film of the same name, is coming. In the Pagemaster you assume control of an animated Culkin who's searching for library cards. That's right, library cards! To assist him in his platforming quest, you can gain various power-ups like twinkly jumping shoes, climbing putty for grabbing onto ceilings, and even a bag o' eyeballs to throw at your ghastly opponents. Each level is filled with mightily cool effects, like transparent mist, incredible character animation and tons of parallax. There are even amazing Mode-7 "driving" sequences on a flying book! If you're a Macaulay fan than this is your game. - *Nick Rox*





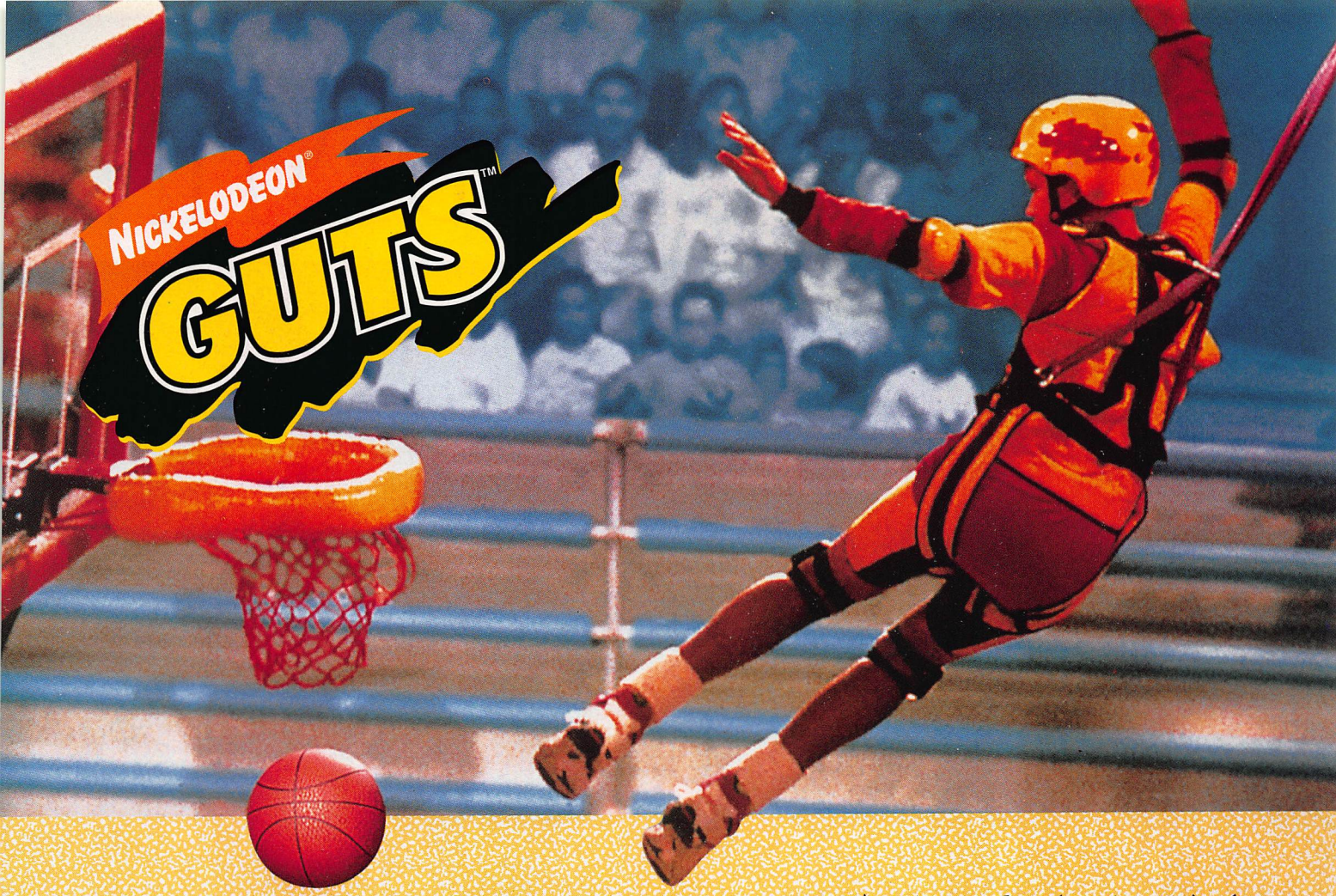








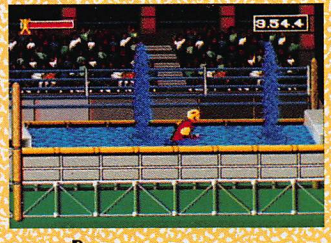




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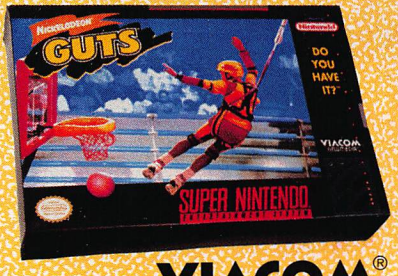
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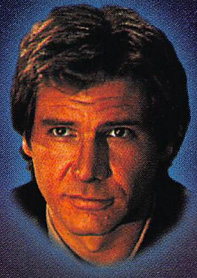
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REVIEW • KONAMI • 16MEG • AVAILABLE DEC.









Every time I have the extreme pleasure of reviewing or previewing a Konami game, I'll always say "Konami rocks." This time I won't, though... I'm sure you know that by now. Anyway, Animaniacs is an unsurpassed action title that's heavily reminiscent of Gambare Goemon / Mystical Ninja. The action is set up in almost the exact same way, but this time around you have several new features... First, the playing area is much larger than that of Goemon, but the game's biggest hook is that your playing THREE characters at once! Not in a Secret of Mana style either... you're controlling 'em! The characters - and that's Yakko, Wakko and Dot - aren't really unique, as they are in the equally fantastic Genesis version of the game, as they all basically do the same thing. The coolest thing about the SNES version, though, is the "short stack." With this technique the three characters stack up, allowing you to proceed to higher ground. And if one or even two characters die... you ain't reachin' that platform! Every feature, graphic and sound of this game are quite near perfection... the music tracks are perfect renditions of their TV counterparts, the enemies and backgrounds are true Konami hilarity, and the control is pure joy. Animaniacs is a highly recommended buy for any action gamer and a must-buy for Animaniacs fans.

- Nick Rox











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It wouldn't be Indy without Mode 7 graphics... Whoa, Dr. Jones, look out for those Messerschmitts!!!



You'll need your Indy ingenuity to survive the likes of Rene Belloq, Colonel Vogel and all those booby traps.



Raiders Of The Lost Ark, The Temple of Doom, The Last Crusade... Three adventures. All you!



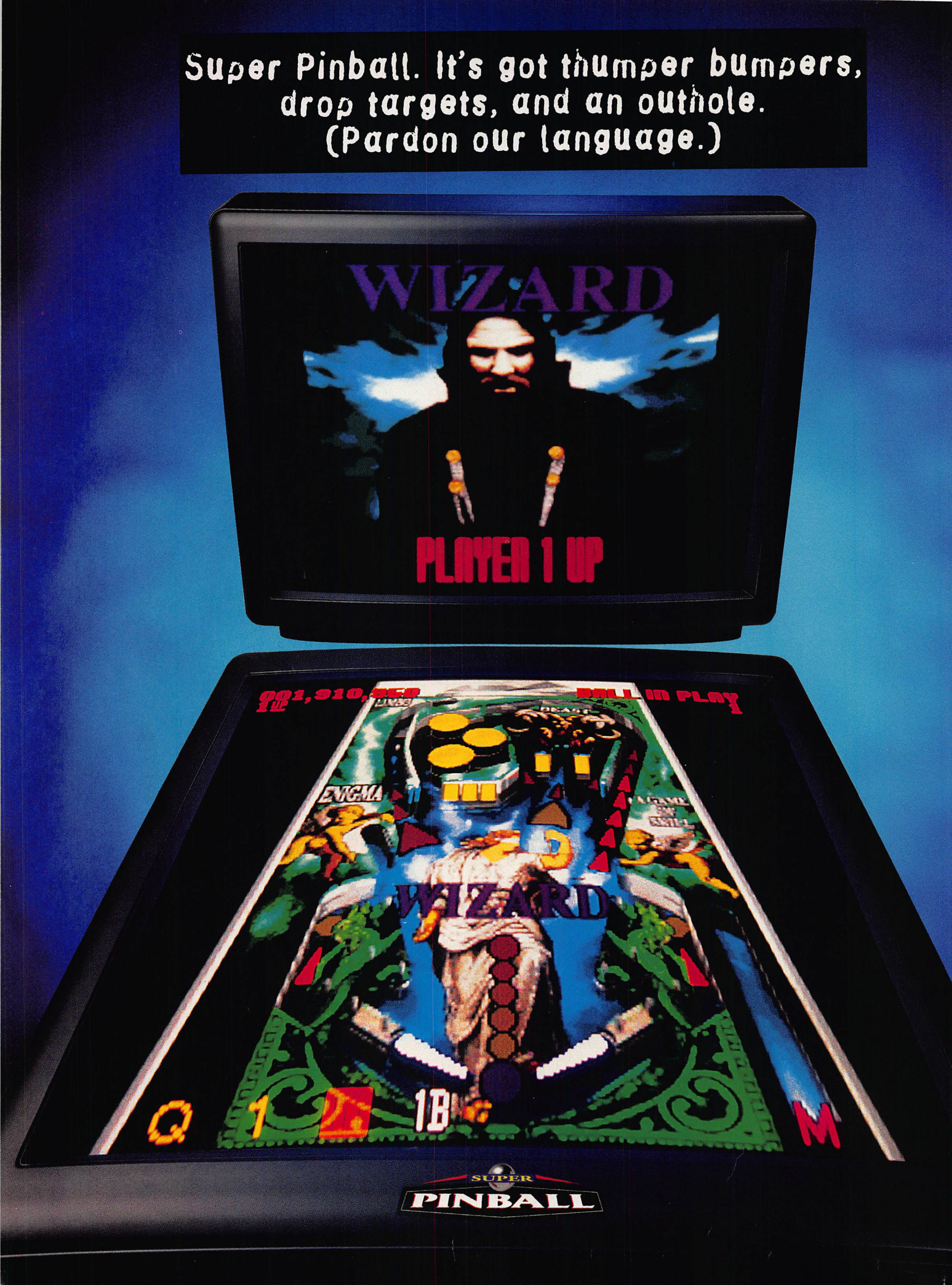
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Super Pinball. It's got thumper bumpers, drop targets, and an outhole. (Pardon our language.)



Try your hand at Blackbeard and Ironmen (BING!)

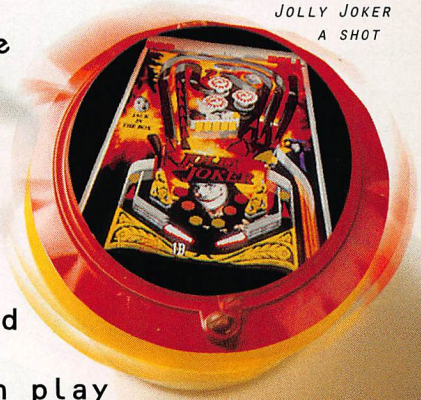




We know, we know. To get cool pinball features like multiballs and outholes (whoops, we did it again), you gotta go to an arcade. But sometimes arcades have long lines and you just wanna hang at the ol' homestead. So what's a pinball addict to do?

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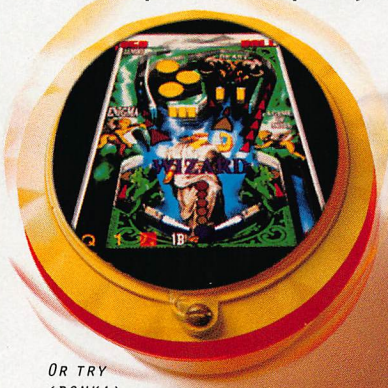
Give the (DINK!) Jolly Joker a shot



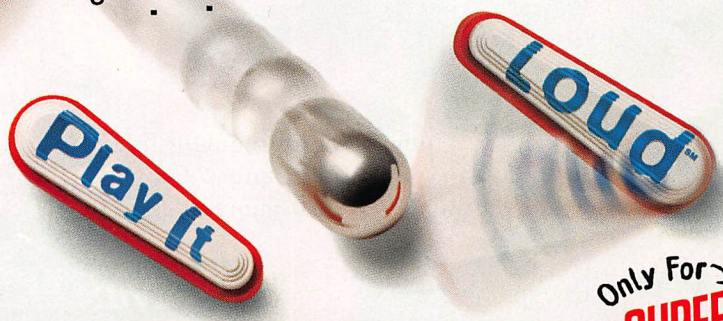
Plus you'll get 3 different scary-weird machines on one little cartridge. And you can play up to 4 players. Gosh, isn't technology wonderful?

So get those flippers ready. And make sure you got a Super NES®. 'Cuz if you want to play pinball this real somewhere else, you're gonna need a butt-load of quarters.

And you'd probably have to wear clothes. Talk about lame...



Or try (BONK!) the Wizard for a spell



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DOOM is without a doubt, the SF2 of 3D adventure games. The roll started on PC, is currently reaping havoc on the Jag and 32X, and is on its way to the Ultra 64, and Sony PSX. So far, every version has been a little different and ID Software is burning the midnight oil working on several sequels. Why is DOOM so big? Because DOOM is, simply put, the most entertaining slaughter fest to ever grace a screen. It has secret hidden places to find, a wide range of obtainable weaponry, the atmosphere is dark and gloomy and constantly changes, and you can literally blow the heads off mongoloids all day. What could be better than that? Games that offer an escape from reality of this magnitude give me goose bumps. After a long day at the office, I enjoy nothing more.

What makes me even happier is that I'm playing DOOM with my Sega six button, and not a clunky keyboard or PC controller. I purposely never played DOOM until now, vowing that I would not, until it appeared on a real 'game' platform.

The 32X offers a great game of DOOM, especially when you consider the price. A PC equipped to play this game will cost you a couple thousand dollars (at least) while the 32X is a mere 169.99. The only apparent difference is that the 32X version is not full screen. However, the fact that it is not, allows it to move at a frantic pace, very smoothly. After seeing the PC version I can honestly say that this





























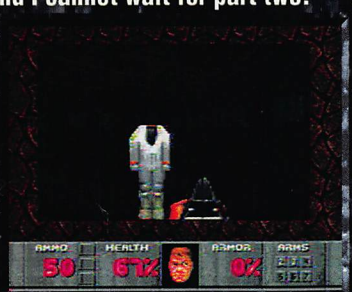


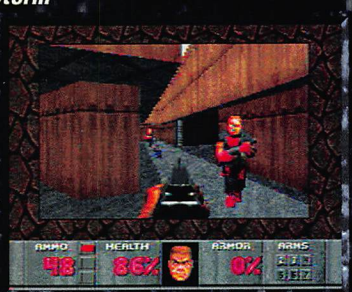
version is not only faster, but plays better. After level fifteen in 32X DOOM you will find levels exclusive to this version, yet another plus. The music in DOOM 32X mimics the PC. Some of the haunting melodies are quite good while some have you rushing to the exit to escape it. I wish that ID would have re-done the tunes for the 32X version. They are still more good than bad, so I'll let it slide.

I haven't played the Jag version of DOOM yet, (I believe Talko is writing that one) so I can't compare the two at this time. I know the Jag version is full screen but I doubt it's as fast. If the music is better it'll be close. I know one thing for sure, I love this game on the 32X and I cannot wait for part two! *-E Storm*









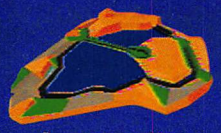




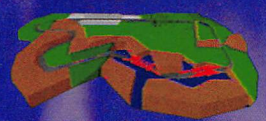


V.R.
Virtua Racing
DELUXE




Acropolis


Bay Bridge


Big Forest


Highland

NEW TRACKS!


Sand Park

For me, Virtua Deluxe would be the game to truly measure the 32X's abilities. The Genesis version was excellent, but came nowhere near the quality of the coin-op when it came to color and detail. I waited anxiously for my 32X and this game, to see if an arcade quality version of this great racer would finally be available for home play.

I'm happy to report that when I plugged VR DLX in to my 32X I was thoroughly impressed. I would have been happy with such a close rendition of the arcade game alone, but with VR DLX you get so much more. There are two new tracks in VR DLX and they are both as impressive as the originals, if not more so. The Highland track is especially spectacular, with monstrous buildings at track side and a tunnel that you pass over and under. The Sand Park track features huge hilly terrain, an awesome tunnel, and a fork in the road divided by a huge mountain that sports a texture mapped Sega Sports logo. The color in VR DLX is equally impressive. It's hard to tell you're not playing the real thing.

There are two new cars to choose from as well, including a sprint car and a stock car. The sprint has a lightning fast top speed but is a chore to control, while the stock is slow-





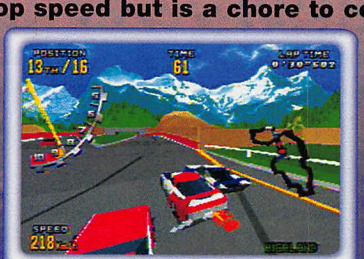


































er (but fast enough to win!) and handles like a dream. You can let the rear end drift to the point of a spin and pull it right back in. This car is so fun to drive, I now prefer this version over the coin-op. In the music Department, VR DLX scores equally high scores with deep rich arcade style tunes and perfect sound effects and voice. VR DLX is everything I'd hoped for and more, and has proven to this reviewer that the 32X is capable of great things. *-E Storm*







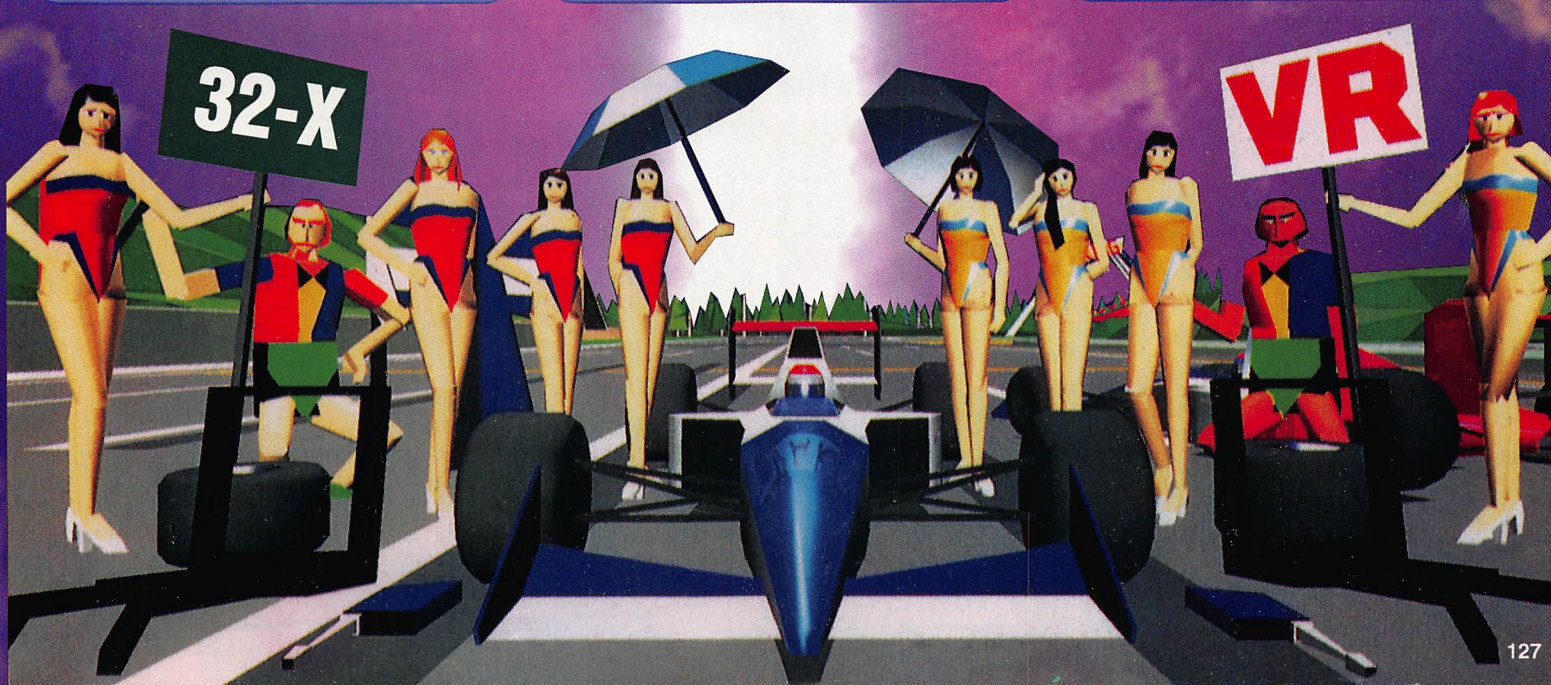


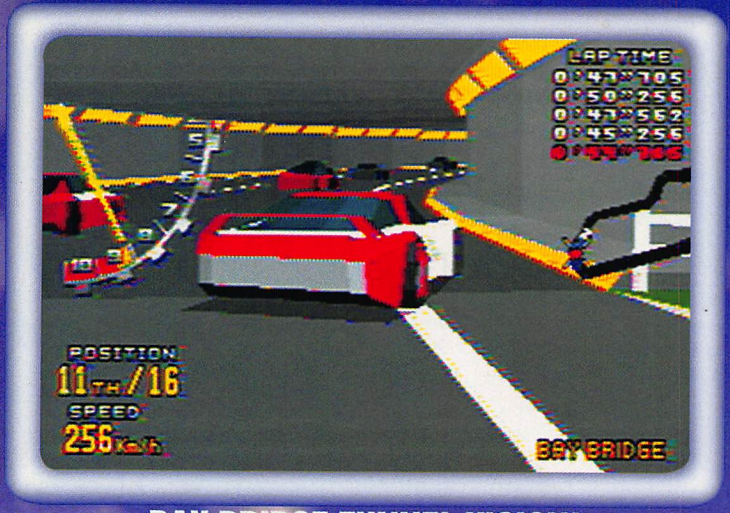








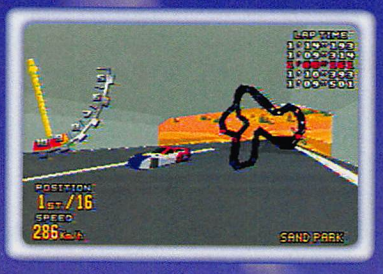




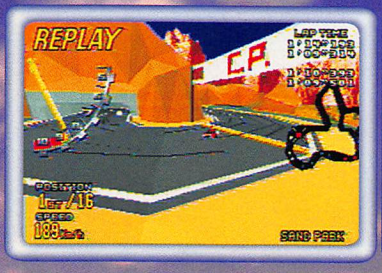
BAY BRIDGE TUNNEL VISION!















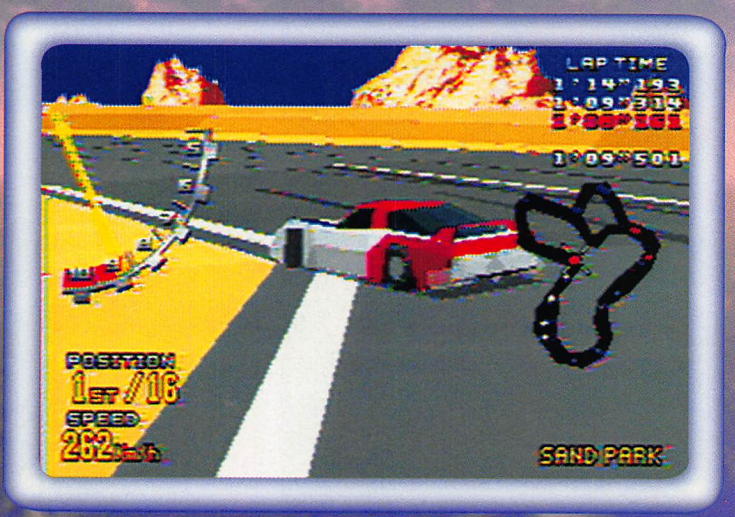








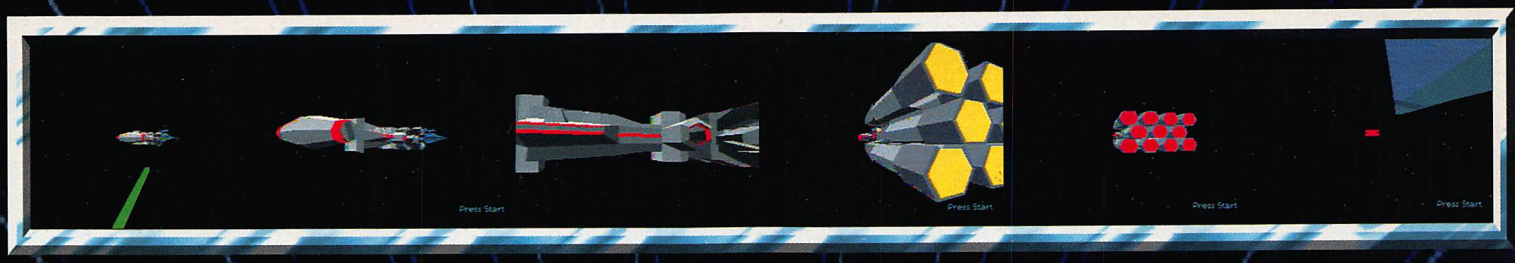




THE SAND PARK HAIRPIN

THE ULTIMATE TWO PLAYER CHALLENGE!

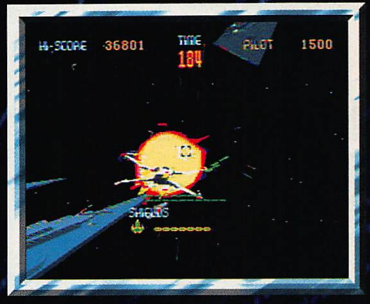






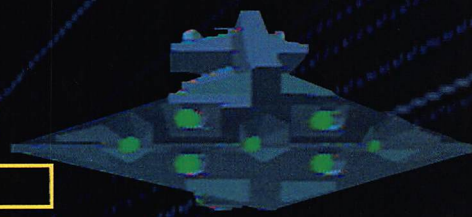








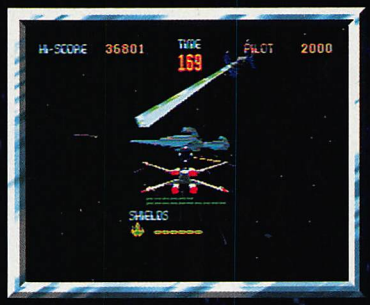
STAR WARS



SEGA
32X
24MEG
AVAILABLE NOW
REVIEW





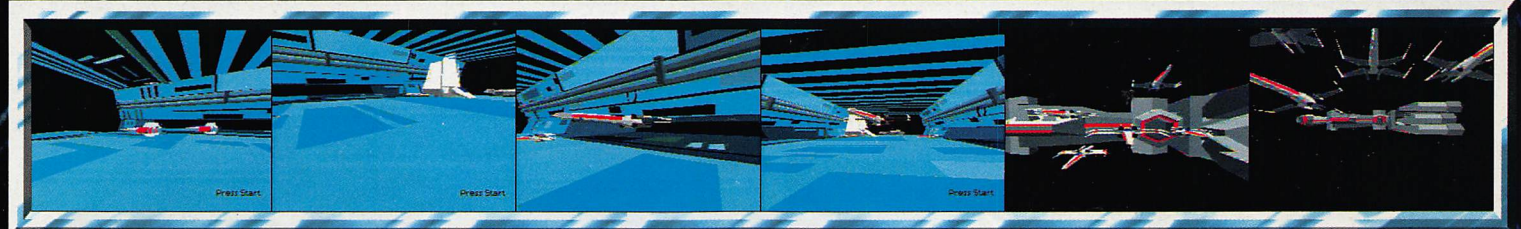












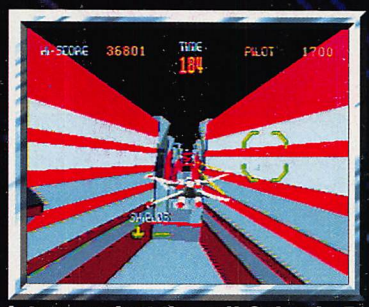


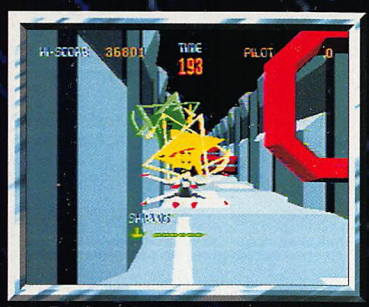








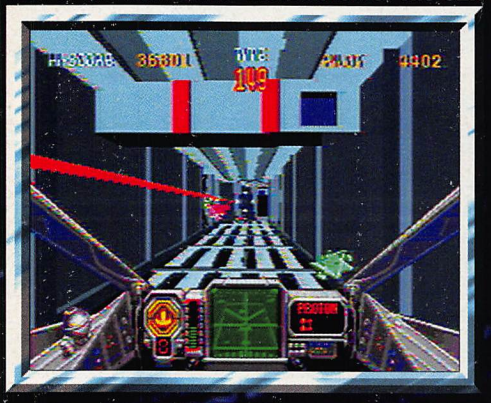


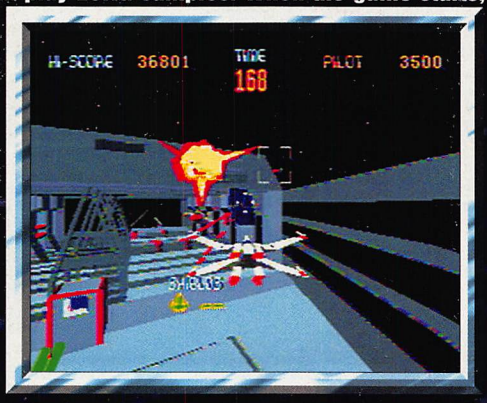


Rebel spaceships, striking from a hidden base, have won their first victory against the evil Galactic Empire. During the battle, Rebel spies managed to steal secret plans to the Empire's ultimate weapon, the Death Star, an armored space station with enough power to destroy an entire planet.

Pursued by the Empire's sinister agents, Princess Leia races home aboard her starship, custodian of the stolen plans that can save her people and restore freedom to the galaxy . . . that's what it say's in the instruction booklet. So, I guess we're flying Leia in this one.

Star Wars appeared in finer arcades just recently, and now it finds a second home on the new 32X. The 32X game is amazingly close to the arcade version, (it also has a special '32X mode' with four extra levels) except in the area of music, where you (at first) may exclaim "oh yes!" But then, once the game starts, may exclaim "oh no!" When you first plug Star Wars in, during the intro., you'll hear a perfect rendition of the Star Wars' movie theme. The 32X can play LONG samples. When the game starts, you get phenom sampled effects but the music

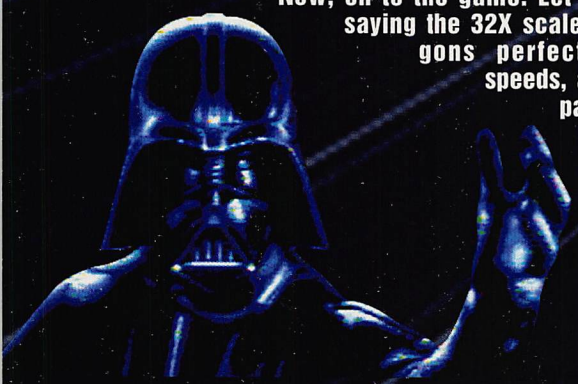






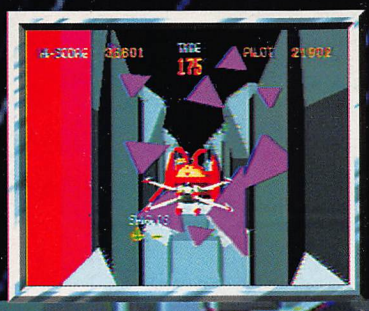
grunts along Taz style. Honestly, I was so busy shooting, I didn't really notice the music that much anyway. Keep in mind these games were made ready in a record five months! In fact, can you remember any system that went from concept to retail shelves so fast? Sega has done a remarkable job with the 32X. I'm sure the second wave of games will have rockin' tunes like VR Deluxe and Cosmic Carnage.

The CD based 32X games will of course have perfect audio. Now, on to the game. Let me begin by saying the 32X scales huge polygons perfectly at high speeds, and the color palette is vast. Once you get over the initial shock of watching your Genesis do tricks you never dreamed of, you better

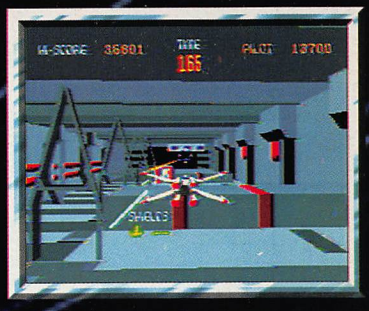




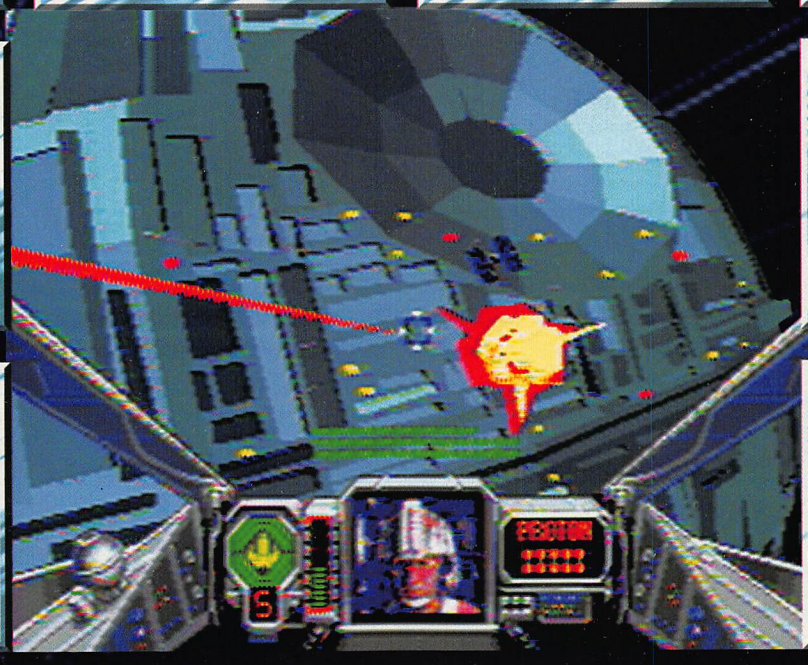






















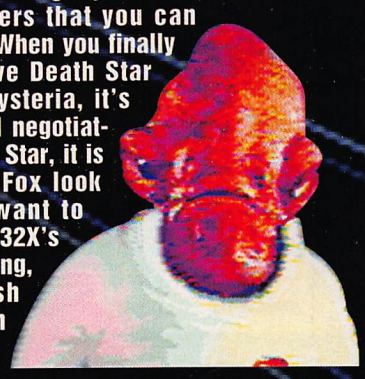




start shootin' cause there's a ton of TIE Fighters on your butt and you've only got a limited amount of time to hunt them down and blast 'em!

In each mission, it's your job to eliminate a set number of TIE Fighters (and ground targets in levels four and beyond) in a limited amount of time. This is really fun, especially in the behind the ship view. The fact that it is timed, took away a little of my excitement. I wanted to stay in each stage longer just to check out cool stuff, like the huge Star Destroyers that you can approach and fly all around. When you finally do make it to the impressive Death Star level, get ready for mass hysteria, it's HARD! But once you've wired negotiating the trenches on the Death Star, it is just so cool. It makes Star Fox look like 8-bit Zaxxon. If you want to experience a sampling of the 32X's power and you like 3D shooting, Leia is waiting. I just wish she'd take those cinnamon rolls off the side of her head.

-E Storm



32X 16MEG REVIEW

COSMIC CARNAGE



The initial 32X line up has a lot to offer. In the fighting genre Cosmic Carnage marks the first in what will hopefully be a long line of quality fighters. The game takes place after a collision in space. There is only one transport left off the wreckage, so only the sole survivor will make his way to freedom.

The moment you plug CC in to the 32X, you know you are playing a quality game. Check that techno soundtrack, it's a mixture of samples and Sega sounds, and (for a cart) it's very cool. The game itself is a unique blend of MK, SF2, Art of Fighting, Cyborg Justice, and Mazin Saga. From MK we get the blood, from SF2, many of the moves, from Mazin Saga, the huge characters and brilliant multi-jointed character animation, from AOF, the zooming feature, and from Cyborg Justice the armor and body changes. When assembled, these ingredients ad up to a very interesting and definitely unique fighting experience. Depending on the armor that you choose, the moves change. For instance, thick upper body gear may negate your fireball move but will provide more punching power and better defense. Picking your character in this game is half the fun. When you're on the receiving end of a fierce blow your armor flies off out of the screen! And when you do a roundhouse punch or kick, arms and legs (for those who have them) scale outward, the two SH2 processors at work!

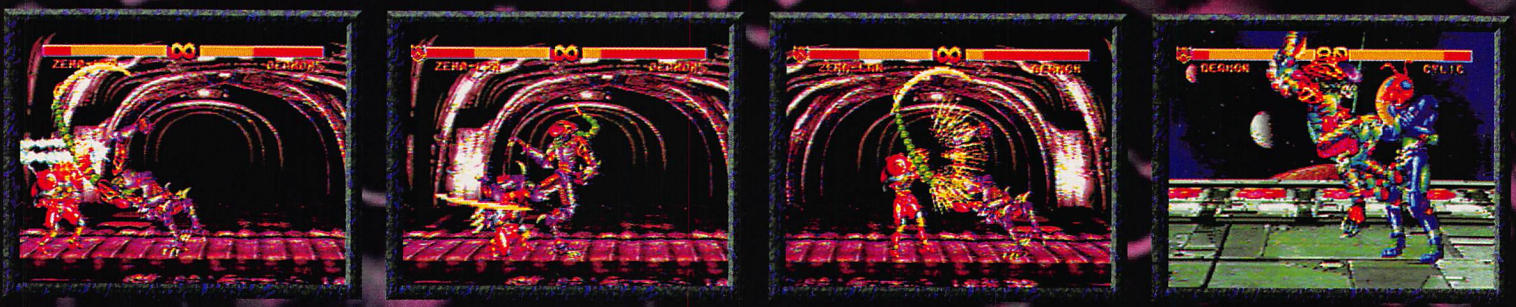
When the dust has settled, I think you'll be very satisfied with this game. For a first effort it is quite good. While it doesn't offer the depth of SF2, it is an entertaining and above all, great looking fighter. -E Storm



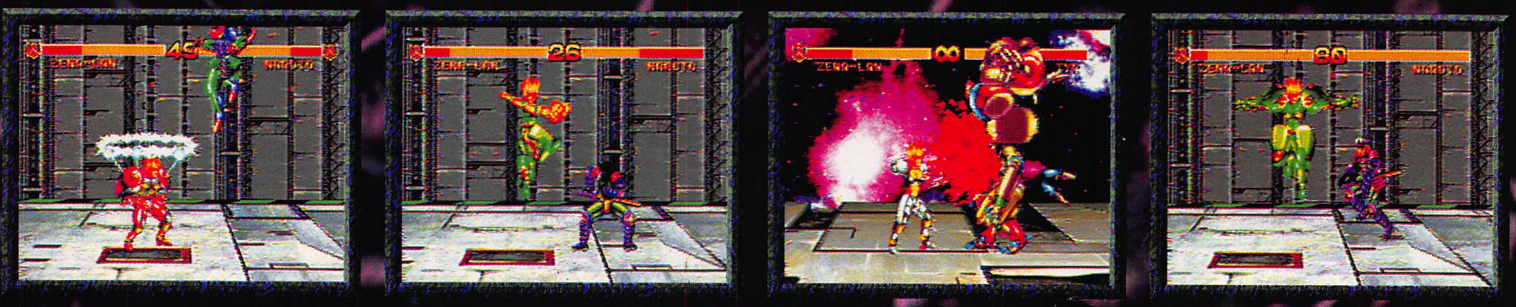
YUG



CYLIC



DEAMON



ZENA-LAN



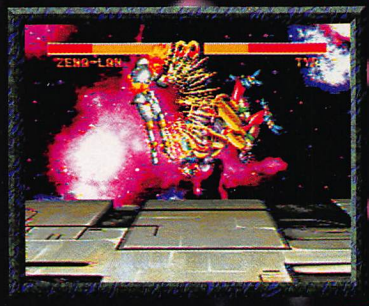






TALMAC



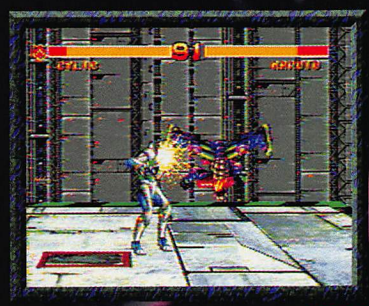




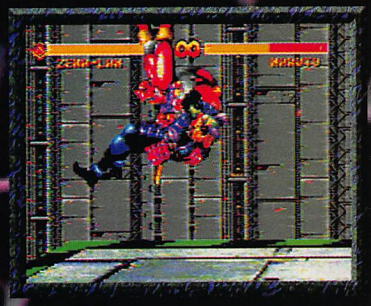


TYR









NARUTO









NAJA



OH, THAT'S GOTTA' HURT!



SPAGHETTI ANYONE?

































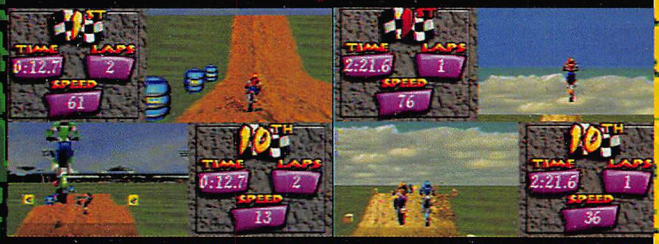




SEGA! **32X PREVIEW**



16MEG **NOVEMBER**



What a surprise! Out of all the new 32X games that I reviewed this month, this is the one that convinced me I must own a 32X. Of course, the fact that I raced Motocross for seven years has something to do with that. Being that I did actually partake in the sport, I know MX games. The first thing I know is that there aren't enough of them!

In Super MX, you can race beginner, Novice, Amateur, or Pro in every class, 125cc, 250cc, or Super Bike (500cc). There are twelve tracks including outdoor and stadium and you can play an entire season (complete with password) in either one or two player mode. The action in Super MX is near perfect. The stadium tracks include monster jumps (doubles and triples), high berms to mow in to, and loads of arm pounding whoop-de-doos. The bikes react realistically, (bogging when you hit deep terrain or fail to get the front end up over rough ground) and the actual skills needed to win in the higher classes, are exactly like the real thing. My version had only place holder music so I'll wait to report on sound until next month. My only complaint is in the rider's body english. When you're twenty feet in the air on an MX bike there is a certain way you pitch the bike. In Super MX this animation is missing (the rest is very good). This may be corrected, so again, tune in next month.

On to the graphics... Wow! From the dirt, to the grass, to the backgrounds, the visuals are photo real. Also, each bike scales realistically in contrast to their location. When you hit the brakes in to a turn, everything zooms in, and then when you power out, the screen pulls back, totally cool! One more thing before I depart until next month... This is two player gaming at its best! I can't wait for the final version! See ya' next month! -E Storm











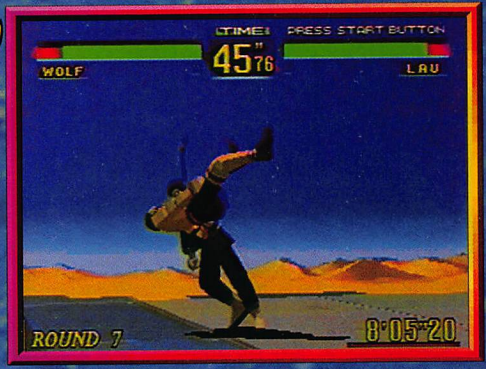






Virtua Fighter

SATURN
AM2
CD
1-2 PLYR.
PREVIEW

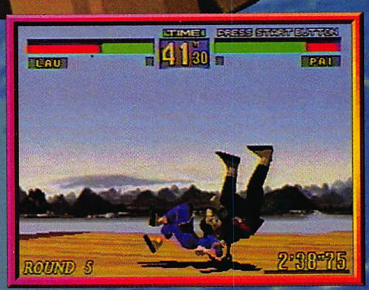


Here it is, grabbed off of a super high quality Hi-8 tape we received from ace overseas correspondent Yagi-san, it's the final version of Virtua Fighters for the Sega Saturn. I haven't played it yet (three more weeks, three more weeks) but judging from the video... it is FAST! The music and effects are perfect, and the animation is as smooth as the arcade. Although Virtua is totally awesome, it is the first game and I've already seen other games on the system that blow me away much more (see Up to the Minute, Saturn Preview, or Japan Now). But I am still stoked that I get to play a home version this exact. Next month we start our actual Saturn coverage (meaning we'll have systems) so stay tuned to GF32 for the best Saturn coverage anywhere! *-E. Storm*

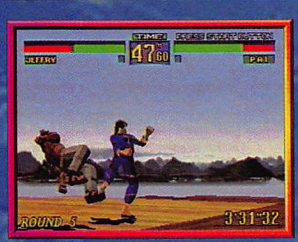




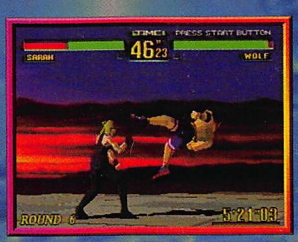




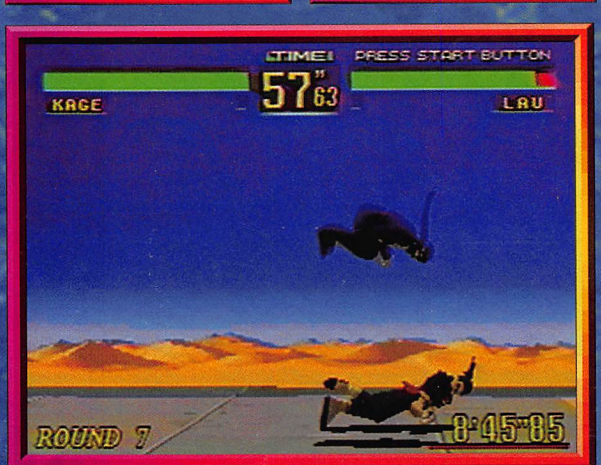


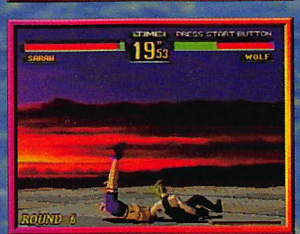




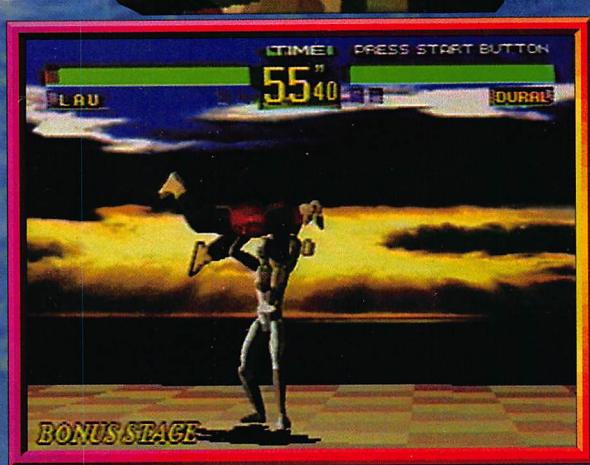












GF32 SATURN PREVIEWS

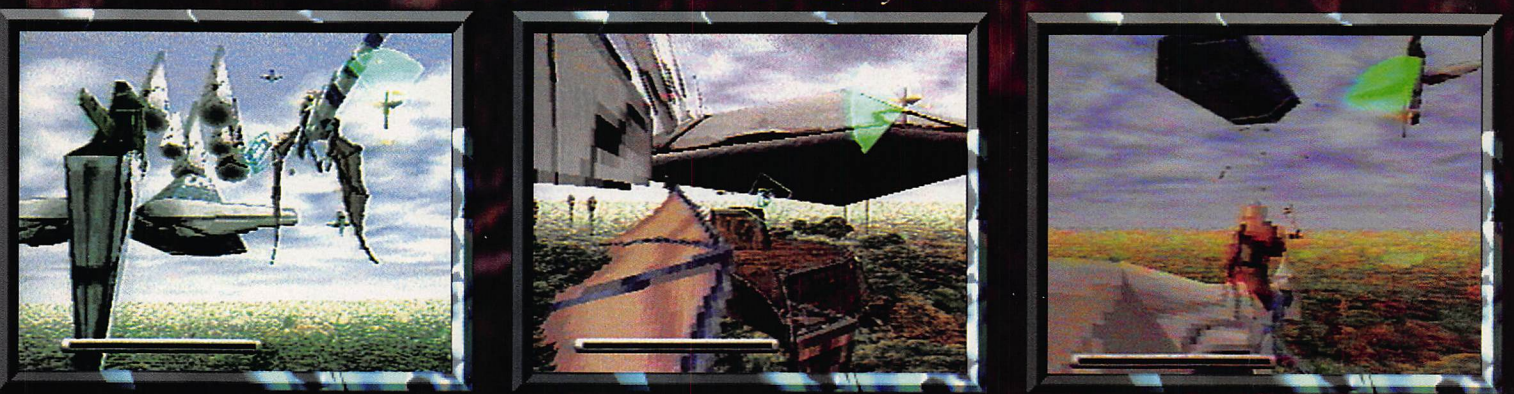
Well, the time has come. By the time you read this, the Sega Saturn will be out in Japan. After viewing the most recent video tapes from Japan, I have to say that so far the Saturn regardless of the specs has the best games I have seen so far. Clockwork Knight especially blew me away. This game does things that are hard to describe. It is SO 3D! Virtua Fighters is moving insanely fast and smooth, and Panzer Dragoon is hands down the coolest and most innovative shooter that I have ever seen. Before the close of '94, the action, role playing, adventure, fighting, and shooting categories will all be represented. And '95 is packed with exciting releases in every category. Next month, we'll have the real thing, so stay tuned to GF32 for the best Saturn coverage anywhere!

CLOCKWORK KNIGHT SEGA DECEMBER 9TH

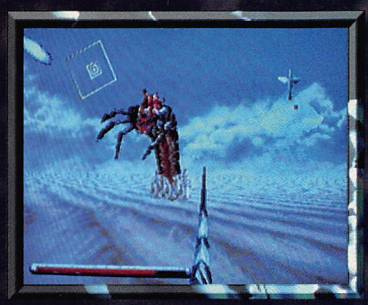


This amazing boss scales in as a jet, transforms in to a robot, does battle, then changes back to a jet and flies into, and then around and behind the table, zooming in for another battle! Everything you see on screen, scales!

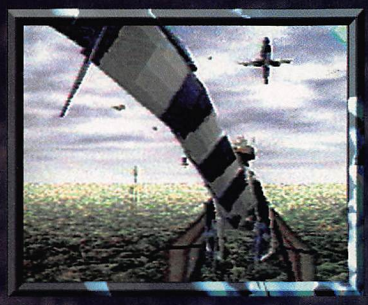
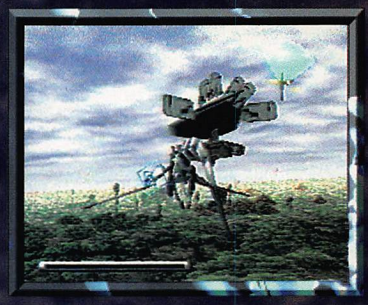
PANZER DRAGOON SEGA JANUARY '95



In Panzer Dragoon, you must defend yourself by shooting beside, behind and in front of your mighty dragon. Aiming is done with a unique crosshair that follows your dragons animations. The scaling in Panzer Dragoon is amazing!



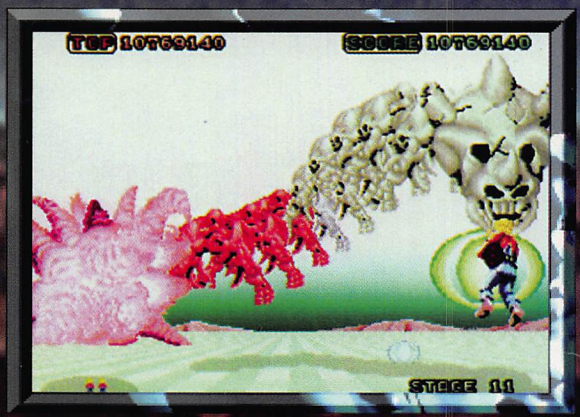

GF32 32X PREVIEW

By the time you read this, you should be able to run out and buy a 32X at your local game store. Besides the six initial titles, Doom, VR Deluxe, Super MX, Cosmic Carnage, Star Wars, and Space Harrier (the most for any new system at launch), Sega and their third parties have much more in store in the months to come. Besides the games pictured here, Sonic Chaotic, Dracula X, BC Racers, Soulstar, After Burner, Metal Head, Stellar Assault, Tempo, Corpse Killer, Supreme Warrior, Slam City, Battle Corps, Tee Off, and Batman Forever are all planned for '95.

SUPER SPACE HARRIER SEGA DECEMBER





It's the ultimate flash from the past! We've played it in the arcades and on the Genesis, and now we get to experience the ultimate Space Harrier on the new 32X! This version features hardware scaling, upgraded audio, and huge sprites. Super Space Harrier should be available soon after the 32x's launch this November.











Angus MacGreggor shows Thundra there's more than one legendary monster in Scotland.



Danja didn't just leave her heart in San Francisco. Thanks to the nimble Thundra, she left a few pints of blood, too.



Apparently, the West was won with a charbroiling fireball. But wait till you see what Pakawa has up his sleeve.

KASUMI NINJA

ATARI

So you may have to walk with a slight limp. And people might call you "Lefty" or "Stump." All things considered, though, you got off lucky.

It's just the way things go when you play Kasumi Ninja, the first 32-Meg fighting game for the 64-bit Atari Jaguar. Yeah, things get graphic, all right. There are death moves like scalping, kicks that puncture lungs, and enough blood to make a surgeon hurl.

But, unlike other fighting games, there's a point to all this carnage. Beating your opponent means you sharpen your fighting techniques and acquire secret items that will help you through a 3D labyrinth for your final battle with Gyaku, the possessed Ninja elder.

So after you maim Gyaku and butcher whatever else might come your way, you win. Isn't that worth a limb or two?

DIS

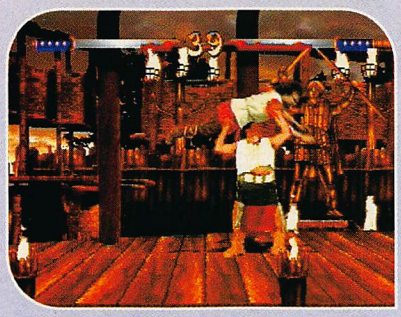


ATARI MADE IN THE USA

Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar, the Jaguar logo, Kasumi Ninja and the Kasumi Ninja logo are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.



It's a jungle in there. Good thing Danja has the street-brawling skills needed to fight her way out.

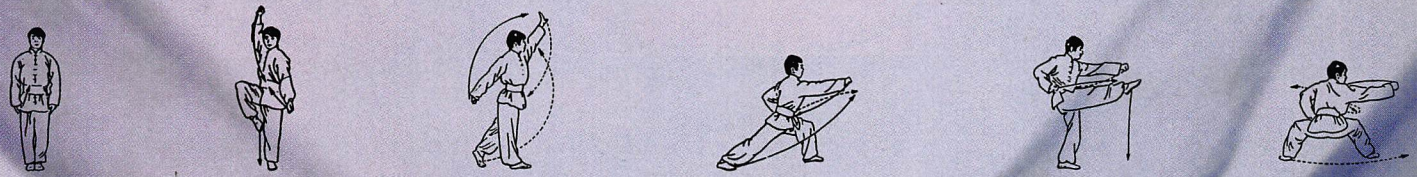


The brute strength of Pakawa allows him to bench press even the most ruthless of barbarians.



Senzo feels at home in his 3D texture-mapped shrine. And his morning routine consists of blood aerobics.

HELP, I'VE BEEN MEMBERED AND I CAN'T GET UP.



JAGUAR™ 64-BIT
DO+THE MATH
INTERACTIVE MULTIMEDIA SYSTEM









OF ALL THE FIGHTERS SCHEDULED FOR RELEASE ON THE JAG THIS YEAR, ULTRA VORTEX LOOKS TO BE (BY FAR) THE BEST ONE. THE GRAPHICS IN THIS GAME ARE MIND BENDING, AND DEMONIC TO THE CORE, WITHOUT BEING OVERLY OBVIOUS ABOUT IT. THE MUSIC IS EQUALLY IMPRESSIVE, BUT WHAT REALLY GRABBED ME BY THE SHORT N' CURLY'S WERE THE BACKGROUNDS! THE DETAIL IS UNBELIEVABLE AND MANY OF THEM ANIMATE EERILY. ULTRA VORTEX ALSO HAS DEEP FOREBODING SPEECH AND VERY ATTRACTIVE (IN



MERCURY

ULTRA VORTEX

BEYOND GAMES · 24MEG · AVAILABLE NOVEMBER



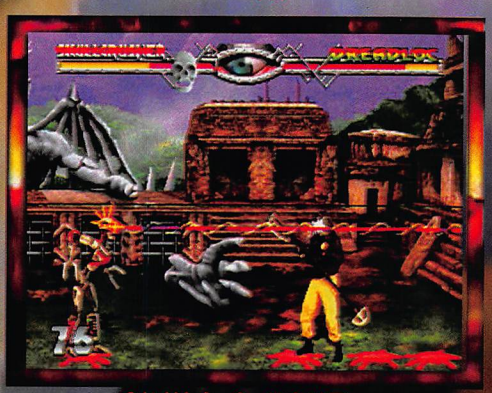
GROK



LUCIUS



NICE TO BEAT YOU!



SKULL CRUSHER



BUZZSAW



DREADLOCK



VOLCANA



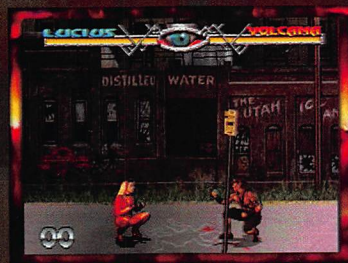








THEIR OWN SPECIAL WAY) CHARACTERS. THE GAME IS ALMOST FINISHED, I MEAN IT'S RIGHT THERE, BUT UNFORTUNATELY THE PLAY CONTROL WAS NOT FINAL SO I DON'T KNOW HOW THE MOVES WILL BE EXECUTED. IF THIS ASPECT OF THE GAME IS HANDLED CORRECTLY, LOOK OUT. JAGUAR OWNERS WILL FINALLY HAVE ANOTHER GAME TO BRAG ABOUT. I'LL BE BACK WITH A REVIEW, NEXT MONTH. -MR. GOO



YOU SHOULD FIT HERE NICELY!











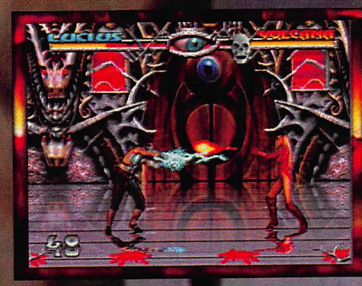
























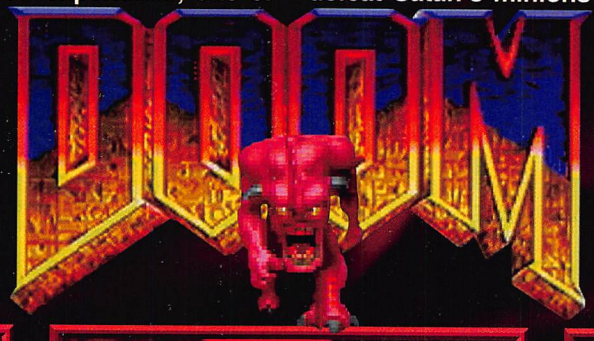








When you first see and play Doom on the Jaguar, those of you who have played or seen the original PC version of this game will keep saying to yourselves; "I got the Jag for 250 bucks...I can't believe it, I can't believe it!" BELIEVE IT! Doom on the Jaguar is an incredible 3D experience, one of the most addictive single player, and the best multi-player games of all time. The developers have even managed to include levels not seen in the PC game and wall and floor textures that were not used in the original. In addition, the graphics are even more gory-all of this while still managing to give the game a frame rate and playing speed (full screen!) equal to running the game on a $3,000 Pentium based machine! For those of you who have lived under a rock for the last year and may have missed all of the hoopla surrounding this legendary game, Doom is a straight ahead shooter that drops you at the doors of Hell and dares you to defeat Satan's minions-armed with only a single fire pistol. All is not lost, however. As you begin ventilating a few bodies, more powerful weapons become available to you; including a shotgun, Gattling gun and culminating in the grand-daddy of them all...the BFG 9000 (two hints; "B" stands for "Big" and "G" stands for "Gun"...any questions?). But it gets better...you can play a two player game by linking (remember the ComLynx?) two Jag's





























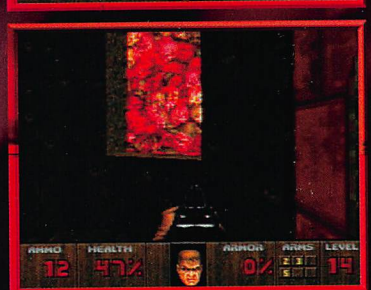
(two TV's required as well) together; head-to-head-splitting action at its finest. The sense of impending DOOM (pardon the pun) that the game creates when battling your opponent, whether the computer or a friend, is at the heart of what makes Doom great. You turn a corner, something is snarling at you. Startled, you pump the shotgun, and...sppplattt...shell into bad guy, bad guy guts on floor! I don't know if it's good for me (only Tipper and the Video Game Rating Council know for sure), but I really, really like it...If you own a Jag, I don't have to tell you to buy Doom, you're pre-sold. If you don't own a Jag, buy Doom and then purchase that fine piece of hardware to run it on! Think of it this way, at 250 bucks for the system, you save yourself about $2,800 and get to experience a true next generation game the way it was meant to be.

-Talko





























BUBSY IN FRACTURED FURRY TAILS

ATARI•IMAGITEC 16MEG AVAILABLE DECEMBER PREVIEW

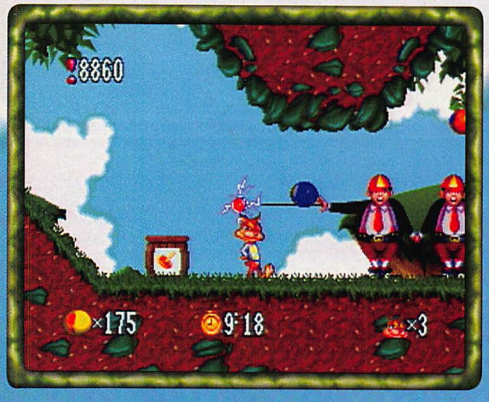
So far in '94, Bubsy the Bobcat has suffered through two horrible games. One on the SNES, and one on the Genesis. The poor little kitty that was once so popular has fallen from grace. Can the Jag help bring him back? I sure hope so. I like Bubsy. 'Bubsy in Fractured Furry Tales' is not finished yet but I just had to get a hold of it to see what was up. Thankfully, the game is being designed similar to part one, with lots of platforming and huge levels. At this time however, the enemies animate poorly in com-

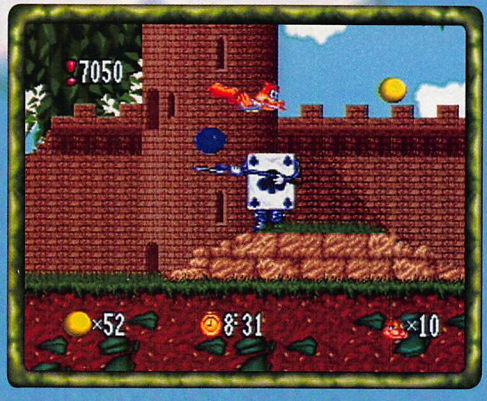








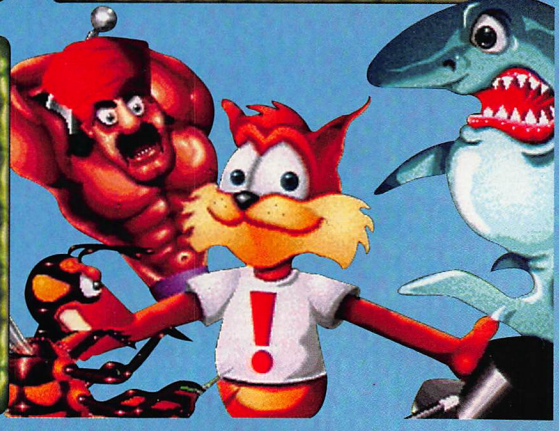






















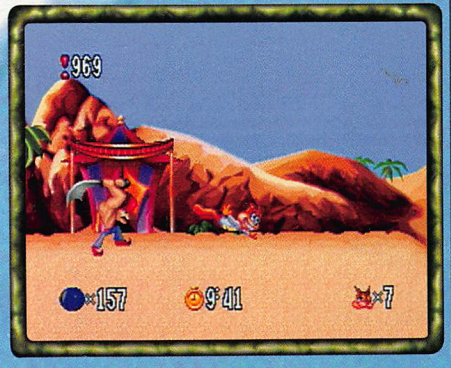


parison to Bubsy and the bosses are flat and don't match the graphic quality of the rest of the game. Of course, it is not finished so hopefully, this stuff is place holder and will change. If it does, I think we may have a real winner on our hands. While the game doesn't sport any special effects, or multi jointed mega sprites, it does have deep rich color, well designed levels and very good music. I don't understand why the designers aren't using the Jag hardware for effects like huge animated bosses and 3D effects, that have become common-place on the 16-bit Genesis, but I'll let it slide if Bubsy turns out to be a straightforward quality platformer. Why? Because that's my kind of game and the Jag doesn't have one... yet. Cross your fingers.

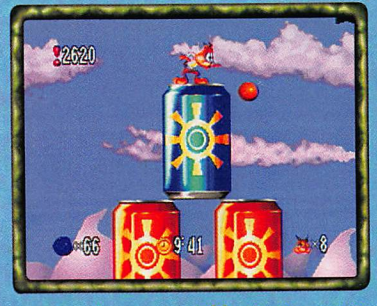
-Mr. Goo















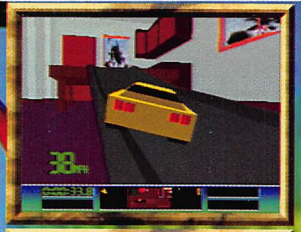


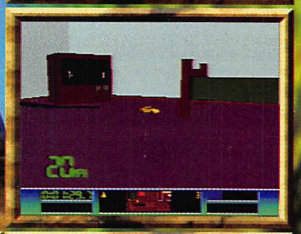
CAN BUBSY REDEEM HIMSELF ON THE JAG, OR IS IT BACK TO PUSHING KITTY LITTER?

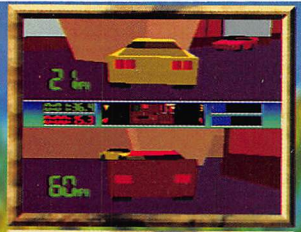


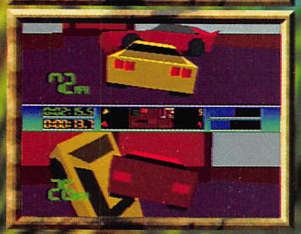


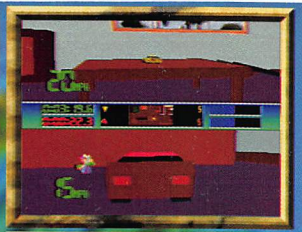


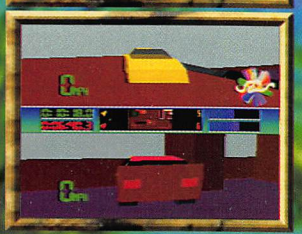




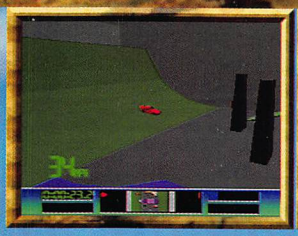




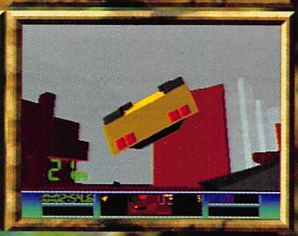




2 PLAYER POWERBALL!







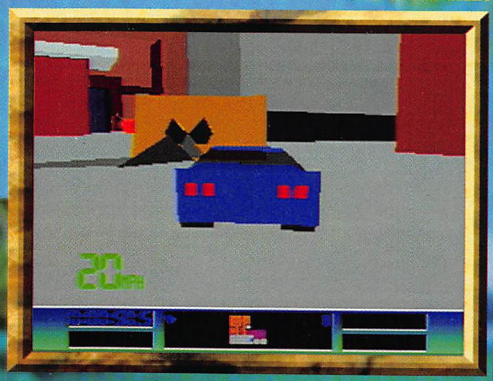
PLAY POWERBALL!





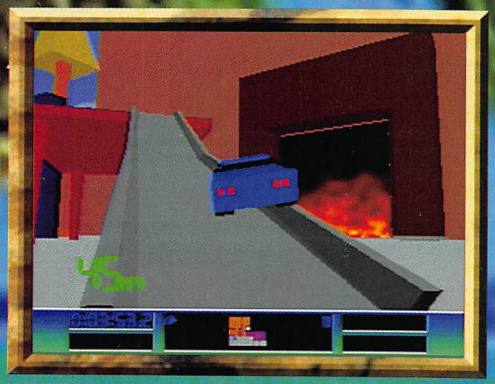


RACE!

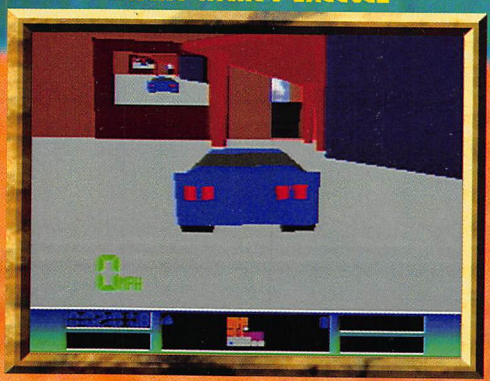


WHERE THERE'S CHEESE...

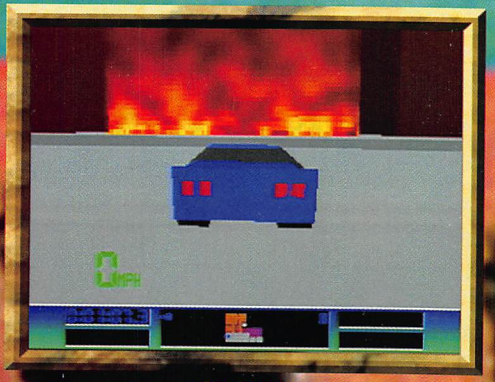
Hot on the heels of all of the texture mapped splendor of Alien vs. Predator, Atari delivers Club Drive-a unique "racing" game that seems to have shunned the idea of creating a true "64-bit" environment in favor of a more traditional 16-bit, polygon environment-one that we have become accustomed to in games like Atari's Race Drivin'. This technological revisionism could be forgiven if Club Drive offered speed, realistic mapping of the cities and locales in the game, or if it offered incredible play mechanics. Sadly, none of these is the case in Club Drive. The funny thing is, in spite of the limited play mechanics, blocky graphics and suspect control, I actually found myself enjoying the timed racing through San Francisco (not a bad little rendition of the "city by the bay"), vehicle 'tag' with the computer, exploring the old west (complete with the Atari building and a mondo dinosaur) and collecting powerballs against the clock-for awhile (about 40 minutes actually). A few more months in development and a better theme for the game would have done wonders for Club Drive. As it is, the game's biggest strength is that you can drive almost anywhere within the different areas of the game and explore-but that's not the object of the game. Even then, you can't get away from the fact that Club Drive could just as easily have been done on the Genesis or SNES. If you've already beaten AVP and are starving for product, then I imagine you'll buy Club Drive-but don't say we didn't warn you! With so much good Jag stuff coming in the next two months, it's really hard to get too excited about Club Drive. - *Talko*



NOT A GOOD PLACE TO...



WHO'S THAT ON TV?

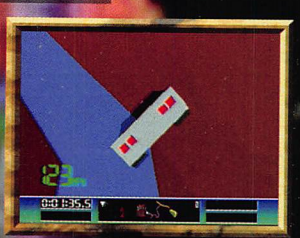


CRASH!!!



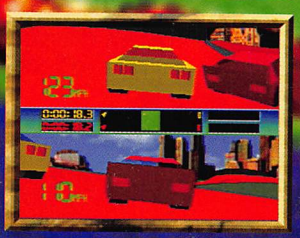


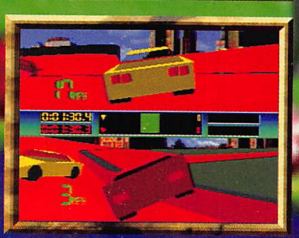




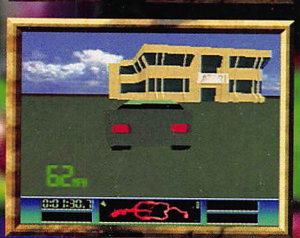








PLAY TAG!





WHERE'S MY AVP!

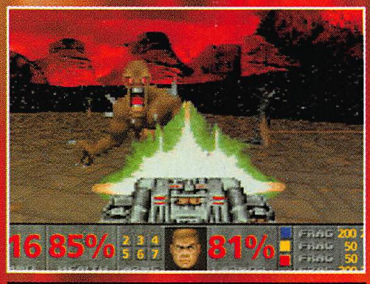
DOOM

now there's a place

MORE VIOLENT than earth.



WHO BETTER TO GREET YOU ON THE SHORES OF HELL THAN HORNED PINK DEMONS? GOOD THING YOU PACKED YOUR CHAINGUN.



NOTHING CLEARS A ROOM OF IMPS FASTER THAN THE BFG 9000.



BARONS OF HELL--YOU CAN'T LIVE WITH 'EM YOU CAN'T KILL 'EM WITH ANYTHING LESS THAN A PLASMA RIFLE.

WELCOME TO DOOM FOR THE JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM. IT'S PURE HELL, 64-BIT STYLE. FROM THE MOMENT YOU ENTER THE DARK HALLS OF DOOM TILL THE LAST GUNSHOT OF THE GAME, YOU'LL PATROL NEVER-SEEN-BEFORE LEVELS AND FACE AN ARMY OF VICIOUS ASSASSINS PRIMED TO TAKE YOU OUT. SATANIC DEMONS, LOST SOULS, FIRE-BREATHING MONSTERS. YOU MAY BE SPOOKED, BUT YOU SURE WON'T BE LONELY. WITH ITS 32-MEG CART, ULTRA-REAL, TEXTURE-MAPPED CORRIDORS, LIGHTNING-FAST MOVES, TRUE 3D GAME PLAY, AND A BOTTOMLESS PIT OF HIGH-ACTION PLAY OPTIONS, DOOM IS A 64-BIT SHOWCASE GAME GUARANTEED TO UNLEASH THE POWER OF JAGUAR. SO SET YOUR COURSE, PACK YOUR KILLER INSTINCT, AND GO TO HELL.

JAGUAR 64-BIT DO+THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

ATARI MADE IN THE USA

Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. Actual screens may vary. ATARI, the Atari logo, Jaguar and the Jaguar logo, are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved. Doom™ Copyright by Id Software. All rights reserved.



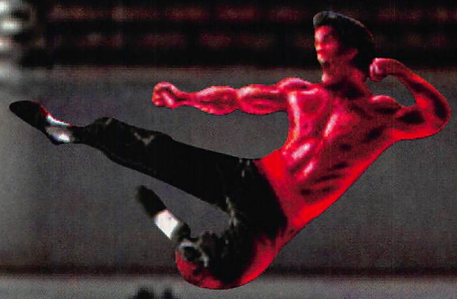






DRAGON

ATARI\VIRGIN 16MEG
AVAILABLE NOW
PREVIEW















It's no secret, the Jag has been suffering through somewhat of a dry spell until now. It is also no secret, that so far there has not been a bad Jaguar game. Well I hate to burst your bubble but this may just be the first one. Dragon is a fighting game, and fighting games have to have two things: interesting characters and moves. Dragon has neither. The characters are boring 'real life' looking goons, and there are pretty much NO MOVES. Of course you can kick and punch, but unless you build up enough Chi, which allows you to use nunchakas for a limited time and do unspectacular Karate moves, that's it. No mas. Of course the graphics are nice and colorful, and the music is OK, but who cares when you're playing a virtual bore fest. If you pass on one Jag game this year Dragon should be the one. *-Takahara*













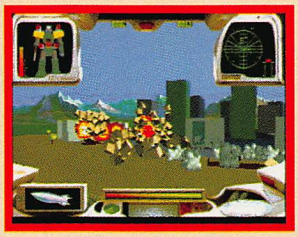




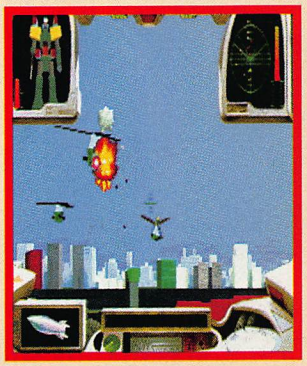


WAR IS HELL

unless you're in a 40-ft. robot with a rocket launcher (then it's kinda cool)



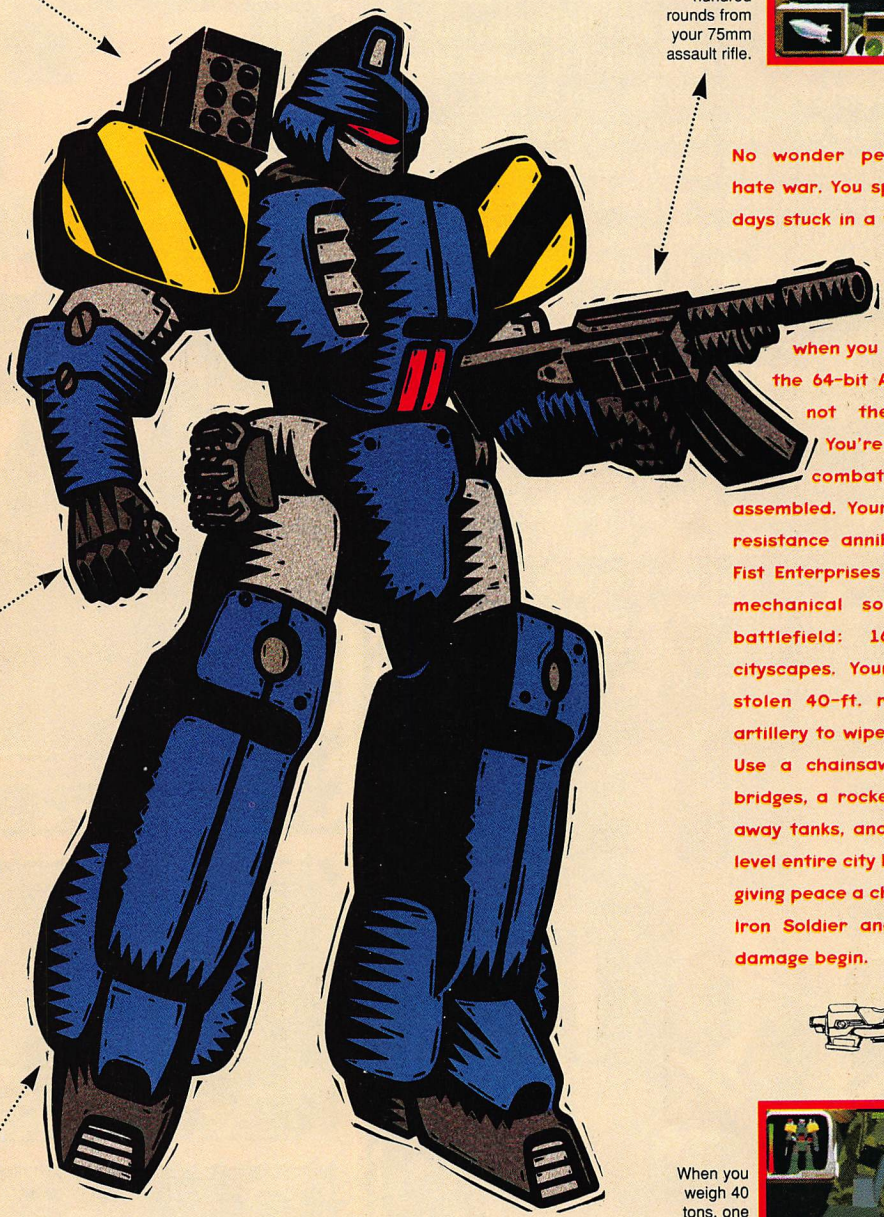
If you don't like the city you're in, use your rocket launcher to level it.



Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.

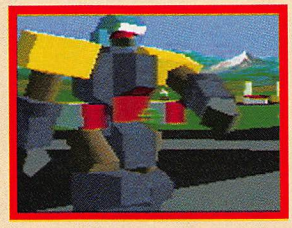


The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.

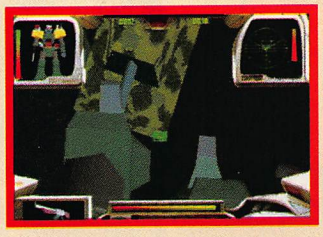


IRON SOLDIER

No wonder people hate war. You spend days stuck in a trench with nothing more than a wimpy rifle and a bad haircut. Luckily, when you play Iron Soldier on the 64-bit Atari Jaguar, you're not the average grunt. You're the most awesome combat machine ever assembled. Your mission: help the resistance annihilate the evil Iron Fist Enterprises and their army of mechanical soldiers. Your battlefield: 16 different cityscapes. Your arsenal: a stolen 40-ft. robot with enough artillery to wipe out New York City. Use a chainsaw to slice through bridges, a rocket launcher to blow away tanks, and a cruise missle to level entire city blocks. Forget about giving peace a chance. Climb into an Iron Soldier and let the property damage begin.



It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.



When you weigh 40 tons, one foot stomp can turn a Brassard Tank into scrap metal.



The scenery may change, but your objective won't. Destroy the enemy.

JAGUAR 64-BIT DO+THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

ATARI® MADE IN THE USA

Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Iron Soldier and the Iron Soldier logo are trademarks or registered trademarks of Atari Corporation. Actual screens may vary. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.

IRON SOLDIER

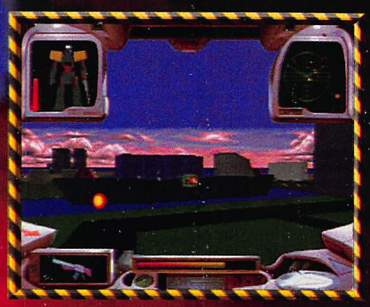
At press time (about a month ago) Iron soldier was about 95% complete, so I'm hoping you're playing it right now. If you are, isn't it hard? Had enough helicopters and tanks yet? Yes, it is quite a challenge but one well worth diving into! Most of the enemies are nicely texture mapped and the polygons are as smooth as a baby's butt! The humongous robot also controls very well and can pack enough firepower to straighten Don King's hair. Well, almost. Once the AI (artificial intelligence) in Iron Soldier is complete, this should be one of the best Jag games to date. The graphics in IS are drawn very well, the animation is ultra smooth, and some of the weapons are just plain lethal. It's fun to blow up a few buildings now and then, ya know? And how about those explosions, KACHUNK!! There are 16 missions in IS and each one is different, so the play time on this cart is going to be nice and long. My advice is to grab this one as soon as it comes out. I'll be back with a review next month. - *E Storm*

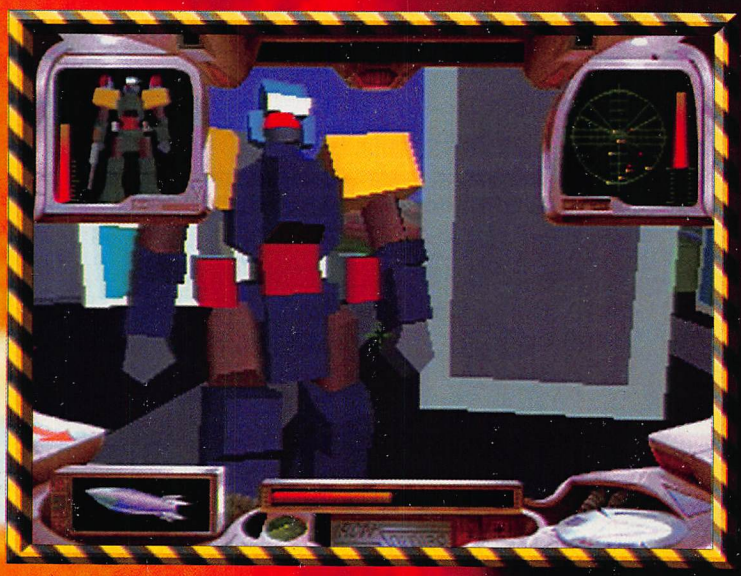






















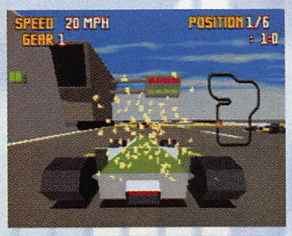




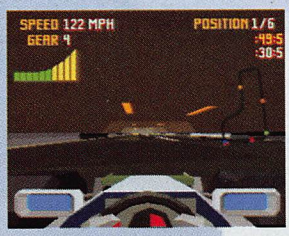


With all these options, you not only play the game, you help design it.

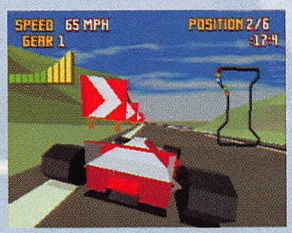
any racing game will give you SOUPED-UP CARS. how many throw in PENGUINS AND A BLIMP?



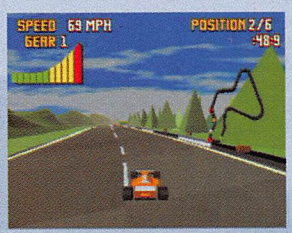
Normally, when you see sparks coming from your TV, you need a new one.



With speeds up to 200 m.p.h., it won't take long to burn through this tunnel.



You would think the crisp 3D graphics would help you make better turns. Rookie.



Don't be fooled by the pretty scenery. One wrong turn and you'll be part of it.

CHECKERED FLAG

And ten tracks. And six driving views. And your choice of weather conditions. The options are endless when you're playing the first and only 64-bit racing game on the Atari Jaguar.

Take your customized formula race car through a penguin-filled arctic tundra, burn rubber (or your clutch) on a desert road, or take a 200 mph island hop through the tropics. Checkered Flag is a game of skill that could have you in the winner's circle or wrapped around a guard rail.

So make sure your couch is nailed to the floor, bust out the flame retardant suit, and get ready for the ultimate 64-bit joy ride.

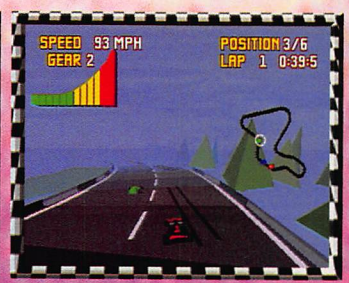
JAGUAR 64 - BIT DO+THE MATH
INTERACTIVE MULTIMEDIA SYSTEM

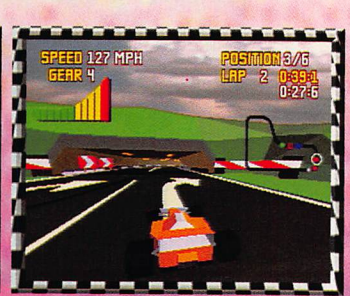
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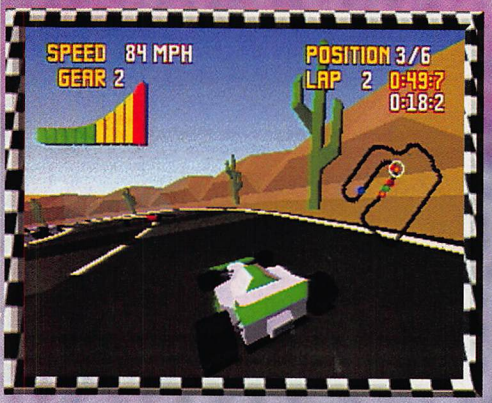
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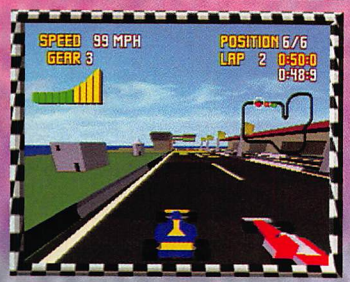








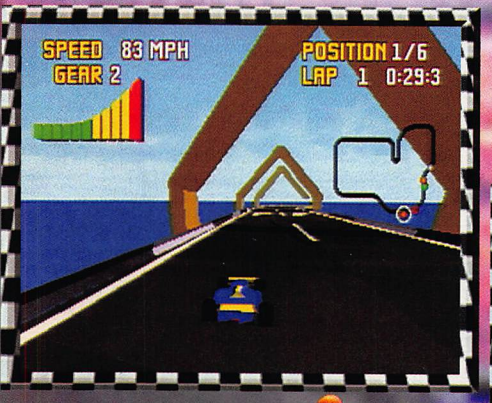




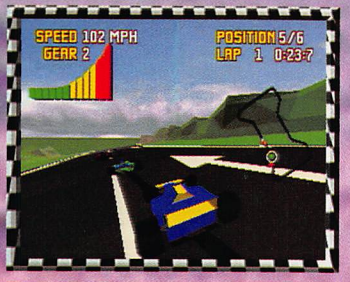




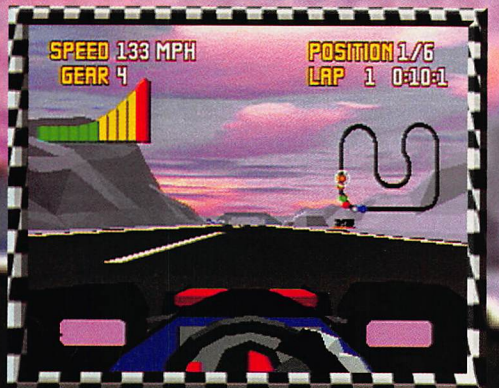




















ATARI 16MEG
AVAILABLE NOVEMBER
REVIEW

CHECKERED FLAG

The first Atari driver is ready to hit the streets. I mean this baby is done. By the time you read this, you should be playing it, or just about to at least.

Besides stating that this is a racer which draws its rich visuals from the use of colorful shaded polygons, I can further describe it by saying it is Atari's version of Virtua racing... sort of. As VR 'feels' like a Sega game, Checkered Flag 'feels' like a Rebellion game. AM2 (the designers behind VR) are the masters of this genre, while Rebellion seem to be, well, a bit lost amongst the polygons, if you know what I mean.

In CF the car pivots, unlike VR where the rear wheels follow the front. This may throw you off at first but you'll catch on to the control faster than you think. Problem is, once you catch on, it's still too jerky to really let go and have fun. I was all over the track for about five minutes, after that, I was only periodically mashing in to walls. It's just the way this game is... you hit stuff... a lot. Just remember, when you're cornering, the position the car is in when you release it, is the direction it is going to go. There is NO over steer. The control is touchy, very touchy.

What I do like about Checkered Flag is the smoothness of the huge polygons and track side attractions, the beautiful locales (there are ten tracks!), and the great music. It's nice to hear an Atari game with good tunes, it gives me hope. In the past Atari has not emphasized music that much, but the Jag has great audio capabilities, and it's nice to hear them at work. You can choose to play a singles race, free practice, or enter a tournament. As in the Lynx game you can set the drones. Five is the maximum droneage, which is a bit scarce, but believe me, those five will taunt you throughout each race. You can view your car from six vantage points during the race, I found views 4 and 5 the best.

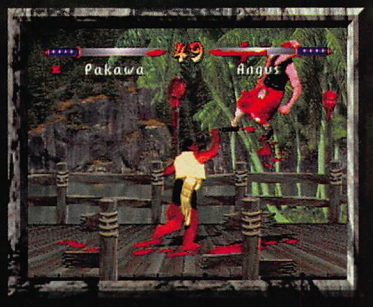
Besides these attractions, CF also allows you to set your weather, the color of your car, and other various conditions while the screen displays the item spinning gracefully before your eyes.

Overall, I found CF a well put together but quirky racer. If you can dial in the control, you just may grow attached to this one, it is definitely a great looking game. *-Takahara*

























After a year of waiting, Kasumi Ninja is oh so close to being done. What you are seeing here is a 95% complete version. If you like it bloody, KN will bring a devious smile to your face. Almost every kick and punch, no matter where it lands, draws a shower. All the while the energy bars are oozing the red stuff while you play. How exciting. Unfortunately that is about all this game does well... bleed. The characters are almost laughably funny, (especially the guy that lifts his kilt and shoots a fireball out of his ??) are devoid of animation, and lack any exiting moves at all. I beat the game my first time by jumping and kicking. I searched and searched for moves (the lame ones I saw the computer using) but could not find even one. Of course I had no instructions, but the usual SF2 or MK motions usually produce something. At this stage of development, I don't know how much better Kasumi can get, but for the sake of those who have waited patiently for it, I hope Atari pulls off a miracle. - *Takahara*

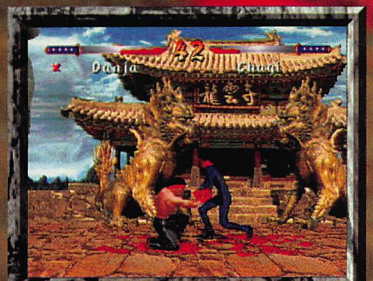


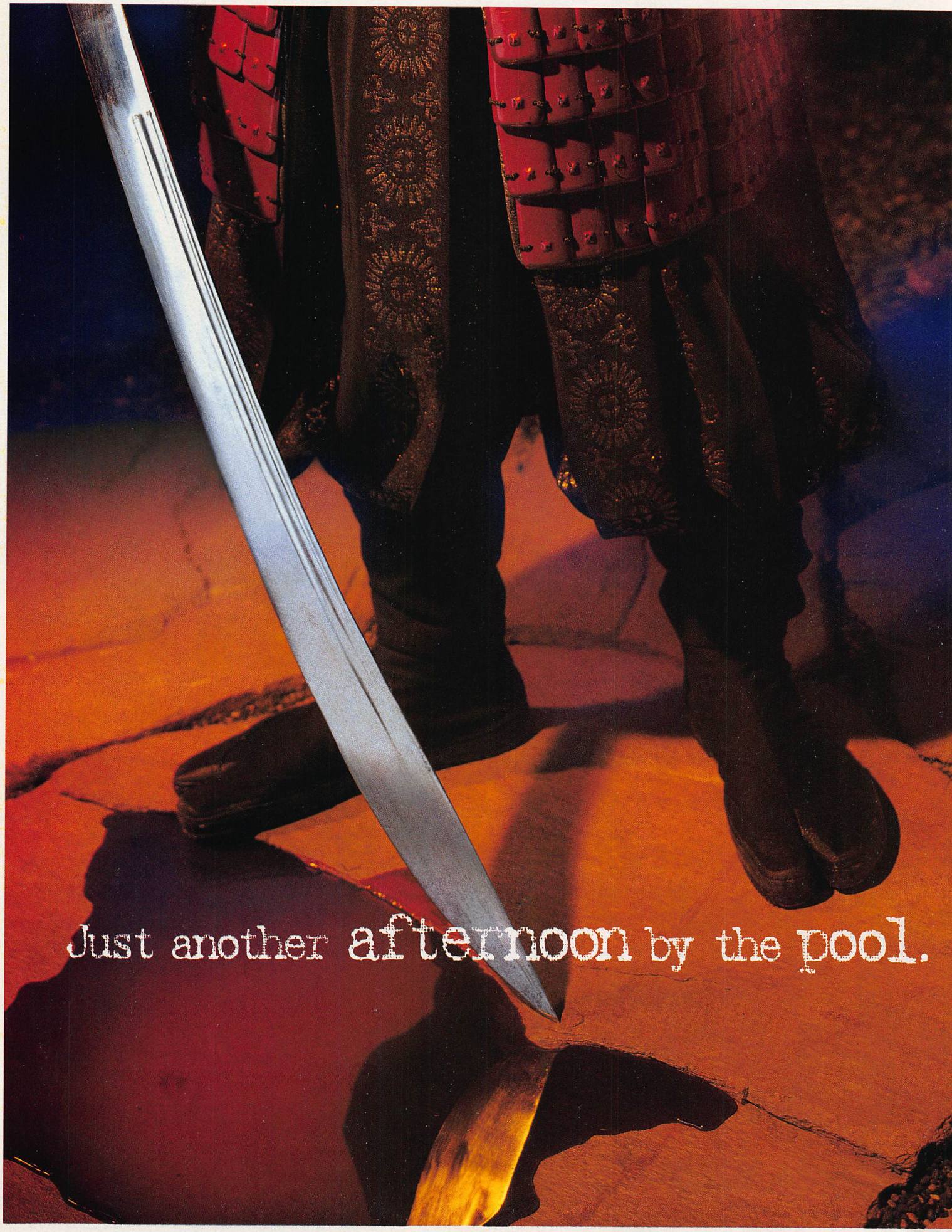











Just another afternoon by the pool.

Make no mistake. This ain't some chaise lounge-reclining, cocktail sippin' affair. **Samurai Shodown™** on the **3DO** brings home all the **bad-assness** of the **arcade original.** Sure. We could have softened the **carnage-intensive** graphics. But we didn't. And sure, we could have left out the **brutal, bone-shattering** game-play. But that'd **suck.** And yeah, we suppose we could've even caved in and lost some of that freakin' **arterial spray.** But hey. We broke a few rules. So sue us! And **hack** to your little heart's content. But be careful. With **32-bits,** you could **poke an eye out.** If you're **lucky.**



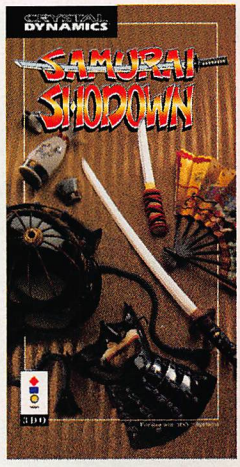
Choose from 12 lethal characters to kick your friends' butts with: from the depraved Genan Shiranui to heroic Hanzo Hattori and Jubei Yagyu. Sweeties, every single one of 'em.



Combat close-ups with special, patented zoom camera. Wide angles for planning your cuts (chops, roast, cutlets). Tight angles for precision strikes and deadly stunt moves.



Decimate and annihilate your opponents with those special moves – like Kyoshiro's Kabuki Crunch Dance and Genan's Slaughter House Tumble. It's pure poetry. Pure butchery.



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CRYSTAL DYNAMICS™



SUPER STREET FIGHTER II TURBO

Grand Master Challenge













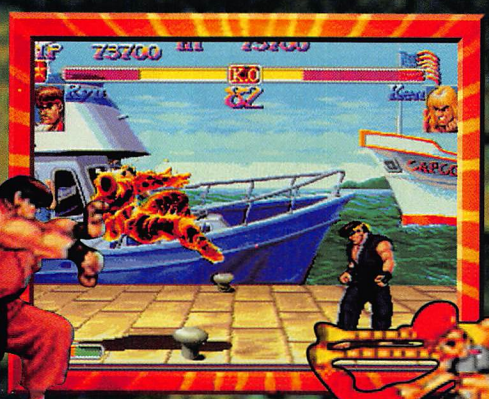


Before you read any further, take a look at these shots. Arcade? Nope. That's right, the most popular arcade game ever programmed is coming home this November 18th... to your 3DO!



Somehow, Panasonic acquired the license to Super Street Fighter II Turbo, and had Capcom of Japan program it for them. Yes, you heard me right... SSF2T on the 3DO technically isn't a Capcom game! Don't let that worry you though, it's all here... landing from throws, the new moves, the Super Combos, and yes... even Akuma. Everything you'll find in this CD is perfect, from the completely fresh, arranged-









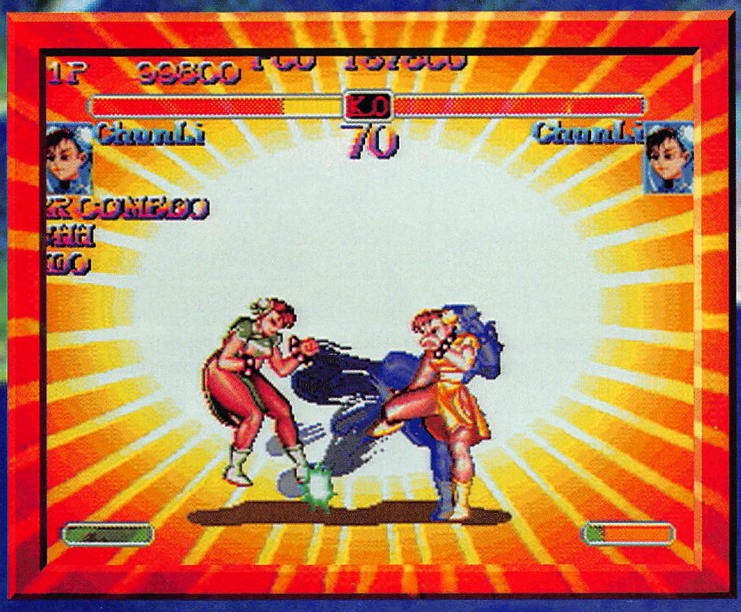


















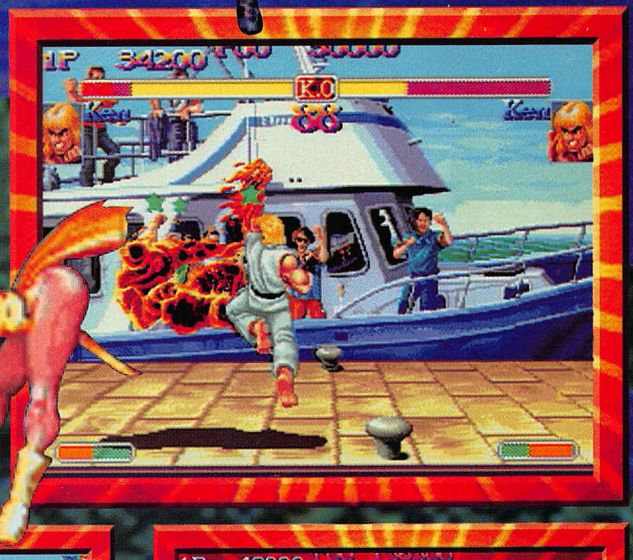


for-this-game-only CD soundtrack to the control and carbon-copy graphics.

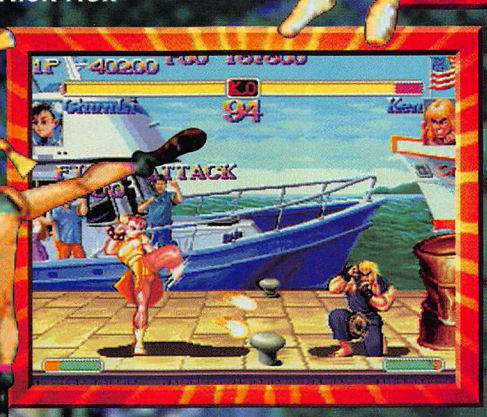
I bet that by now you're wondering how you're going to be controlling this monster with a standard, squeaky 3DO pad. It's possible - just very painful. The L button is Jab, Start is Strong and R is Fierce. Select pauses, and the A, B, and C buttons are your kicks. Have no worries, though, Capcom's lusciously kick-butt Soldier Pad (pictured here) will be available at release and Panasonic is working on an arcade stick.

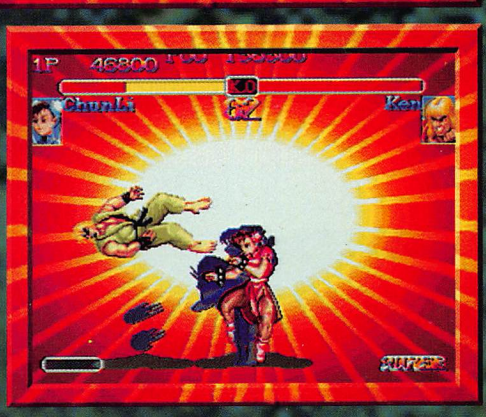
What more can be said about Street Fighter II? You're either as bored as hell with it or are still infatuated. I'm in the latter group, and if you are too... buy this game. If you don't have a 3DO, this is the ultimate reason to buy one... it's so good that I have but one complaint: our preview copy had only four characters!

- Nick Rox









































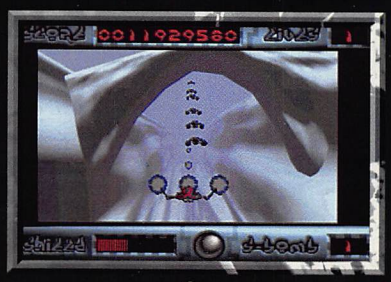














NOVA-STORM

PSYGNOSIS 3DO
AVAILABLE 4TH QTR.
REVIEW

Psygnosis' Novastorm is a terrific piece of technology. 3DO owners will immediately be tempted to compare it to Panasonic's Burning Soldier, but I think that a more accurate comparison is to the original laserdisc game (yes, even before Dragon's Lair), Astron Belt. In Novastorm (for import fans, this is the same game as the FM Towns Marty's "Scavenger 4"), you basically have a straight ahead shooter on an FMV background. But, like Astron Belt, there are "hot-spots" that are programmed into the landscape and objects that form the game's backdrop. In fact, Novastorm is the first game of this type to come close to duplicating the level of interaction offered by the more traditional computer generated images found in most games. The graphics are absolutely gorgeous. Live action and cinematic sequences are interchanged smoothly and are seamless. Enemy objects are drawn with the same degree of care and accu-

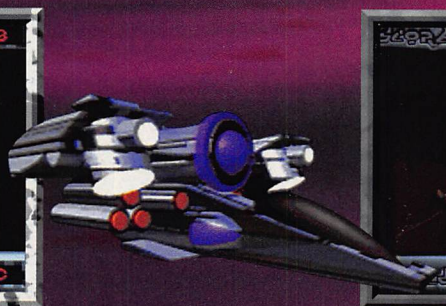






















END TRANSMISSION



racy as the backgrounds. And boss characters, such as the Phoenix, will have you gasping in disbelief. As good as all of this sounds, Novastorm's one weakness comes in the game's longevity. The game is a straight ahead shooter with little strategy. Therefore, even though it offers a number of scenarios, levels and boss characters, the game ultimately feels a tad short. Your basic strategy will be to make it to the individual boss characters, using only your gun, and the different power-ups for it that you will snag along the way. When you reach the boss, drop three bombs on it and, if needed, finish it with your gun-it's that simple. One added dimension; the bosses are on timers, if you've used your bombs prematurely, and it's taking to long to drop him, commit a little hari-kari and you will regenerate in that spot-let the clock run out and it's back to the beginning of the level! No American release has been announced for Novastorm, but 3DO owners should expect to see it at retailers soon. -Talko

































OFF-WORLD INTERCEPTOR





It's a known fact, Crystal Dynamics makes great 3DO games. In fact, many credit Crystal with single handedly saving the machine, back when it was fledgling. It is also a fact that Babe Ruth did not hit a home run every time at bat, in other words, being good does not always guarantee success.

Off World Interceptor isn't a racing/shooter, as we all thought. It's more of a 'survive until you get to the boss and then get pummelled into scrap' kind of game. in the arcade levels, you must avoid enemy fire, pick up fuel and weapons, and pray that the goal line is close at hand. There is no time to enjoy lofting off of jumps or maneuvering your incredible 4x4. There is CONSTANT shooting as your car flips out of control across the floor of 'Total Eclipse' like terrain. Not that TE doesn't have amazing terrain, it does, but you got to enjoy it. In this game you simply get to become a part of it. Meet a boss and I'm sorry, I launched twenty missiles directly in to the first one and barely dented his gauge. In the same amount of time, he roasted me like a hot dog on the fourth of July. You must beat four areas to reach him and after three tries, it's game over. You have to do the whole level again! In other words, to beat OWI you must go through the entire game with three lives, unless you buy continues... for 100,000 clams! In the story mode OWI features a top quality movie right out of Mystery Science Theater that is hilariously funny, and the graphics are a sight for sore eyes, you also get a decked out 4x4 from the get go, but still, the carnage is just too heavy. The battle mode is where it's at in this game, and (if you tell a friend) really saves the day. This is ultra fun! It's just you and your buddy on the course, the last one drivin' wins. If one player gets to far out ahead, no worries!, find a warp, and shaka! you're on his ass! start blastin! So OWI does have its redeeming qualities. In the end I know the minute it comes out I'll go buy one. And I'm just psycho enough to beat this sucker! - *Takahara*





GLOP! SQUISH! SPLAT!

the Pagemaster



Escape from danger with sticky hands!



Fight fire-breathing dragons!

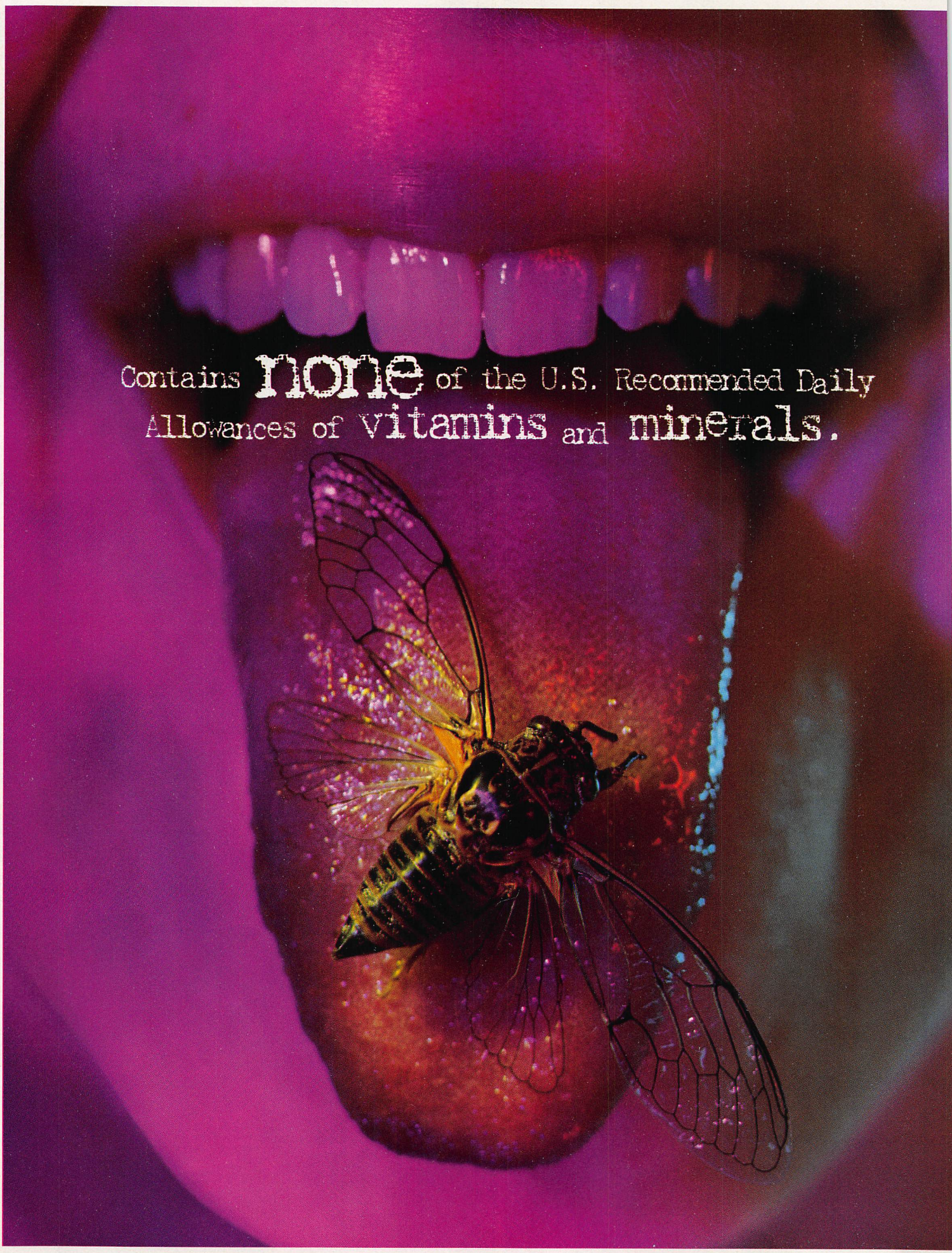


Swing a sword to defeat pirates!



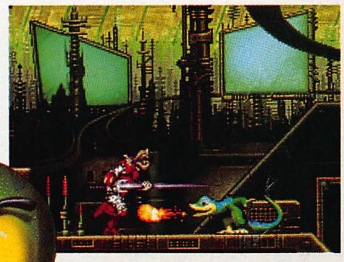
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Whether the FDA approves or not, your eating habits are about to change. Meet GEX™, your tongue-snapping, smart-ass alter ego. With this gecko's gravity defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels, hurling wicked one-liners and fireballs. It's one brain-frying, TV-land trip, where dining out means crunchy dragonflies, juicy grasshoppers, tasty fleas and caterpillars. Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these skanky nuggets o'bug guts to munch for power, you're roadkill, baby. Oh, you'll bust a few of Miss Manners' rules in this 32-bit battle. But hey, only wussies worry about good taste, right?





Dana Gould, hyperactive star of his own HBO® cable comedy special, lends tons of digitized voice and attitude to GEX.



3D gecko action, 450 frames of GEX animation, hand-rendered backgrounds and CD-quality sound boost realism to eye-popping proportions.



Each world inspired by either Kung Foo, Shmuck Rogers, that Indiana dude, Boris Carloff, and Rojer Rabbit. *(Legal weasels require we be vague.)*



Call 1-900-737-4767 85¢/min. 18 or older touch-tone phone only to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost you a little, but you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who OD'd on 70's TV can.

3DO

CRYSTAL DYNAMICS™

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SHOCK WAVE
OPERATION JUMPGATE

3DO PREVIEW EA AVAILABLE NOVEMBER











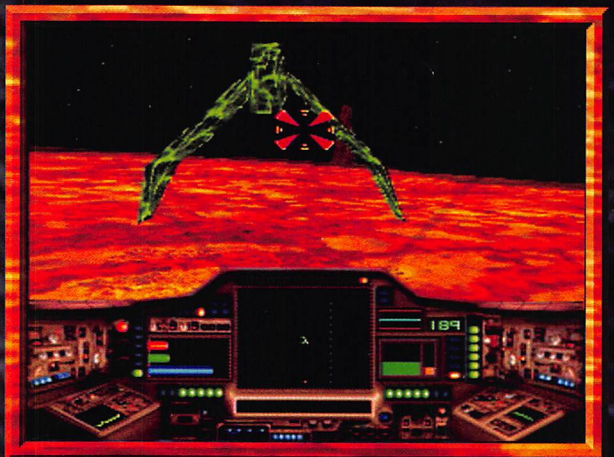






Prepare yourselves Shock Wave fans. Electronic Arts is set to deliver a mission disc, "Operation JumpGate", that will expand your "protect the planet" adventure into space. The disc includes 6 additional missions (the expansion game requires the original game in order to play the additional missions) that take the game's graphics and play difficulty to a new level. The new levels offer more complexity, a better feeling of 3-Dimensional space and a host of new aliens for you to do battle with. The beauty of it is that the expansion game will retail for $39.95-giving you a completely new adventure for 60% of the price. Ahhhh, the power of 3DO! Look for Operation JumpGate to be at retail in time for the holidays.

-Talko











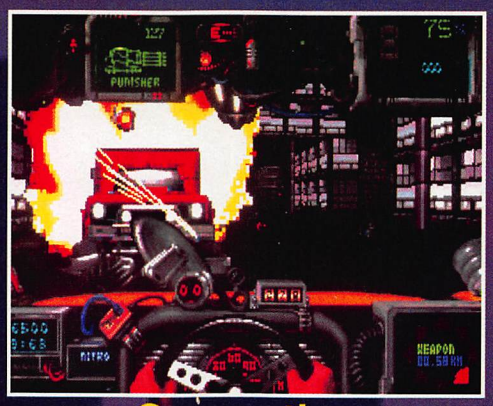














Quarantine

From Gametek is coming soon! Its DOOM In a taxi!



Insect War

A 3-D shooter by Riverhill Soft.



Sailormoon

A fighter based on the popular anime by Angel.





Strahl

A conversion of the Laser Active title Triad Stone. It's by M.E. Soft.



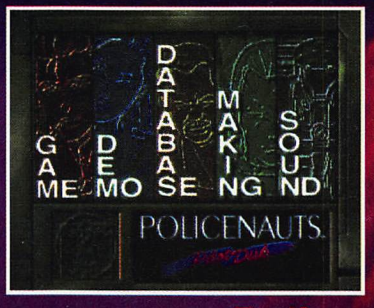


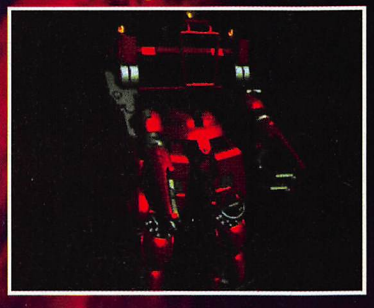




Virtuoso

The ultimate heavy metal 3-D head banging ball. Is that Sammy?





Policenaughts

Konami's sequel to Snatcher! Yes!





Virtual Dragon Wars "Edge"

A fantastic looking 3-D RPG by Sala International.







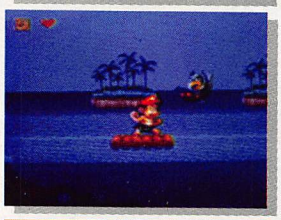


Elite's Power Slide





Interact with and gather clues from a wild cast of quirky—and sometimes dangerous—characters.



Collect all kinds of specialized weapons, armor, even magic spells to help you save your fair maiden.



Four different worlds to explore, each with its own harsh climate and hidden mysteries.

SUPER Adventure Island II™

If role-playing is your gig, *Super Adventure Island 2* will rock your world.

Take off on a turbulent journey as Master Higgins, a shipwrecked, amnesia–ridden groom in search of his lovely, yet very confused bride. . .who, by the way, has been kidnapped by a giant buzzard. . .just as she was about to marry the crowned king of Waku–Waku!!!

But don't worry. If you can figure out the lyrics to your favorite songs, this one shouldn't be too tough for you.

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

HAT ROCK

WATCH FOR THESE HITS ON ESPN2





Light the fuse, get away... and watch your friends go up in smoke!



Strategy is key. Drop your bombs carefully—one bad placement and KA-BOOOM!



Tons of power-ups let you throw your bombs, even detonate them by remote control.

SUPER BOMBERMAN 2™

Go ballistic and grab your Super Multitap™! It's the video game that gives you points for blowing your buddies to bits!

Loaded with more nerve-scorching mazes and mind-splattering intensity than the original, *Super Bomberman 2* lets you match wits—and weaponry—with up to four players simultaneously.

It's like being in the pit...only instead of plaid, everyone is wearing enough TNT to supply several Third World nations.

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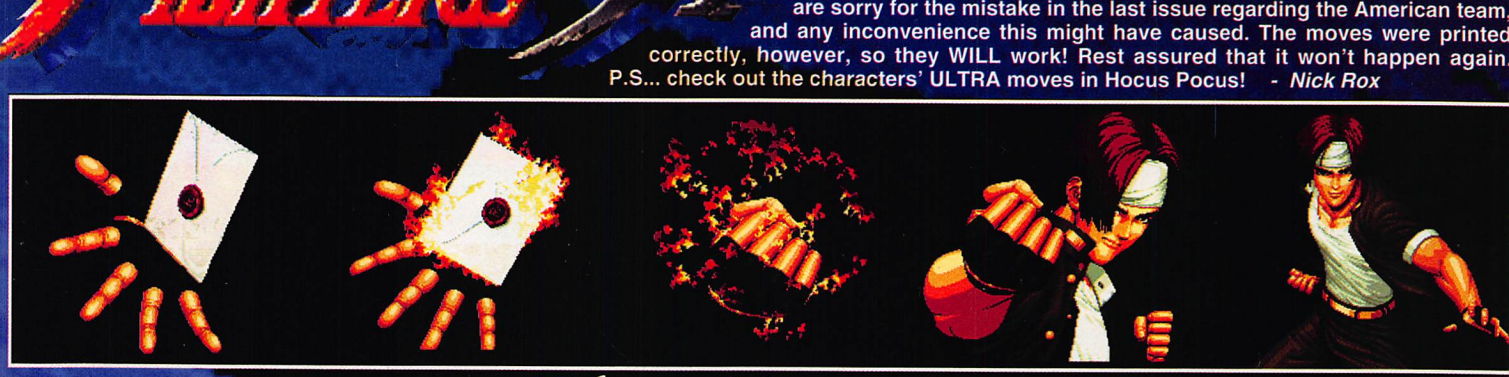
GAMES THAT ROCK

HUDSON GROUP HUDSON SOFT®



The King of Fighters '94

As reported last month, we'll continue our coverage of SNK's landmark Neo game King of Fighters '94 this month with all of the moves for the Ikari Warriors, Athena/Psycho Soldier, Art of Fighting and Womens' Teams. I'm sure by now you've tried it, and know it's simply the most rocking fighter in arcades today, so it doesn't really require any review other than the words "play it!" As a last note, we are sorry for the mistake in the last issue regarding the American team, and any inconvenience this might have caused. The moves were printed correctly, however, so they WILL work! Rest assured that it won't happen again. P.S... check out the characters' ULTRA moves in Hocus Pocus! - *Nick Rox*



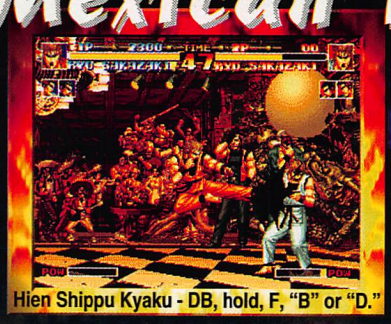
The Mexican Team

Legend

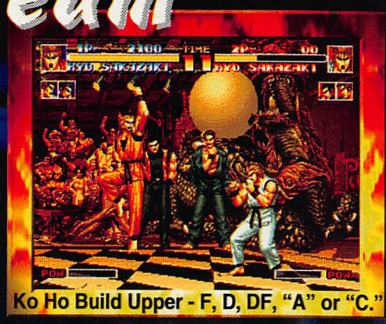
D - Down
U - Up
F - Forward
B - Back
DF - Down/Forward
Hold - Hold 2 Seconds.
"A...D" - A-D Buttons



Ko Oh Ken - D, DF, F, "A" or "C."

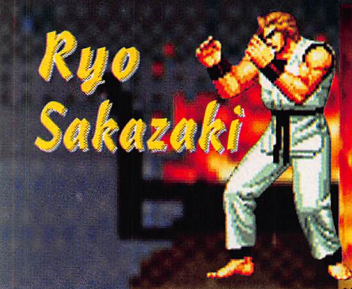


Hien Shippu Kyaku - DB, hold, F, "B" or "D."



Ko Ho Build Upper - F, D, DF, "A" or "C."

Ryo Sakazaki





Haoh Shoko Ken - F, B, DB, D, DF, F, "A" or "C."



Zan Retsu Ken - F, DF, D, DB, B, "A" or "C."



Kuchu Ko Oh Ken - D, DF, F, "A" or "C" in air.

Takuma Sakazaki





Haoh Shiko Ken - F, B, DB, D, DF, F, "A" or "C."



Ko Oh Ken - D, DF, F, "A" or "C."



Hien Shippu Kyaku - DB, hold, F, "B" or "D."



Sho Ran Kyaku - F, DF, D, DB, B, "B" or "D."



Zan Retsu Ken - F, DF, D, DB, B, "A" or "C."





Ryu Geki Ken - D, DF, F, "A" or "C."



Hien Shippu Kyaku - DB, hold, F, "B" or "D."



Ryu Ga Build Upper - F, D, DF, "A" or "C."



Haoh Shoko Ken - F, B, DB, D, DF, F, "A" or "C."



Hien Ryujin Kyaku - D, DB, B, "B" or "D" in air.



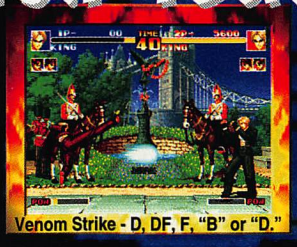
Gen Ei Kyaku - D, DF, D, DB, B, "B" or "D."



The English Team



Double Strike - F, B, F, DF, D, "B" or "D."



Venom Strike - D, DF, F, "B" or "D."



Tornado Kick - B, D, DB, "B" or "D."



Moshuu Kyaku - D, DB, B, "B" or "D."



Trap Shot - F, D, DF, "B" or "D."



Ka Cho Sen - D, DF, F, "A" or "C."



Ryu En Bu - D, DB, B, "A" or "C."



Hissatsu Shinobi Bachi - B, DB, D, DF, F, "B" or "D."



Musasabi no Mai - D, hold, U, "A" or "C."



Sai Ha - D, DB, B, "A" or "C."



Ko Oh Ken - D, DF, F, "A" or "C."



Rai Oh Ken - D, DF, F, "B" or "D."

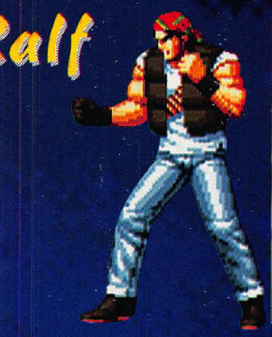


Hyakuretsu Binta - F, D, DF, "A" or "C."



Haoh Shoko Ken - F, B, DB, D, DF, F, "A" or "C."

The Brazilian Team




Vulcan Punch - Press "A" or "C" rapidly.


Gatling Attack - B, hold, F, "A" or "C."


Super Argentina Backbreaker - B, DB, D, DF, F, "D."




Moon Slasher - D, hold, U, "A" or "C."


Cross Cutter - B, hold, F, "A" or "C."


Neck Rolling - D, hold, U, "B" or "D."


Storm Bringer - F, DF, D, DB, B, "C."




Vulcan Punch - Press "A" or "C" rapidly.


Gatling Attack - B, hold, F, "A" or "C."


Super Argentina Backbreaker - B, DB, D, DF, F, "D."

The Chinese Team




Psycho Ball - D, DB, B, "A" or "C."


Psycho Reflector - B, D, DB, DF, F, "B" or "D."


Pheonix Arrow - D, DB, B, "A" or "C" in air.




Hyo Tan Geki - D, DB, B, "A" or "C."


Oni Yoi Zake - B, D, DB, "A" or "C."


Kutotsu Ken - B, DB, D, DF, F, "B" or "D."




Cho Kyu Dan - D, DB, B, "A" or "C."


Ryu Gakusai - B, D, DB, "B" or "D."


Ryu Renga - B, DB, D, DF, F, "A" or "C."



Repel The Demon Horde

The Ultima Saga has become the hallmark for Fantasy Role Playing games. This incredible series is now available for the Super NES and Game Boy systems!

As the Avatar, your return to the fabled land of magic is welcomed by a populace beset by terrifying creatures and fantastic magic! Use your skills as a magician, warrior and sleuth to solve the many turmoils of your beloved Britannia and restore peace to the realm!

Features:

- Based on the Internationally known PC series played by millions!
- Hundreds of hours of fantasy role playing adventure!
- Travel the vast lands of Britannia and talk with scores of diverse characters!
- Battery back up allows you to save play positions!

FCI®

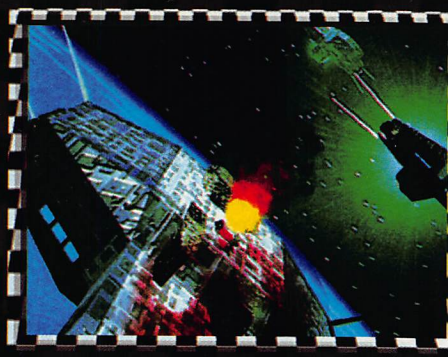
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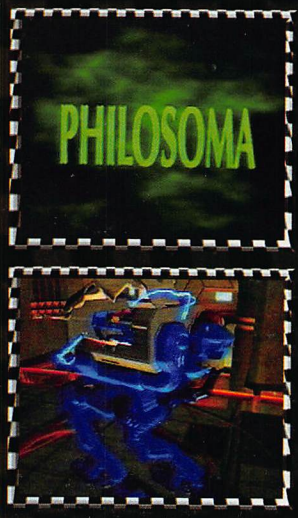
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GAMEFAN: UP TO THE MINUTE

Welcome to Gamefan: Up to the Minute! In this new section, you'll find everything we, well, got at the last minute and didn't have anywhere else to put! To begin, we're bringing you several exclusive shots of Sony's fantastic CG shooter Philosoma and Starblade Alpha, Namco's Starblade update for the PS. You'll also find several shots of the first few Saturn releases in Japan and Square's incredibly amazing futuristic simulation game, Front Mission. Well, I'll be seein' ya next month! - *Nick Rox*

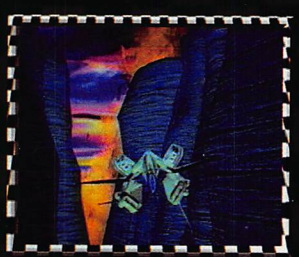
PlayStation

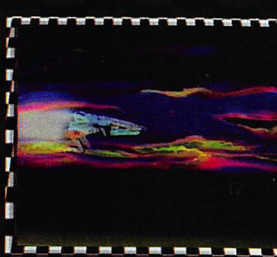












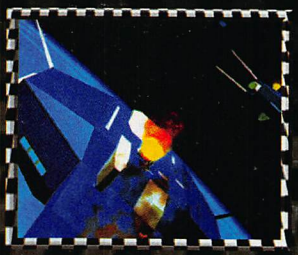


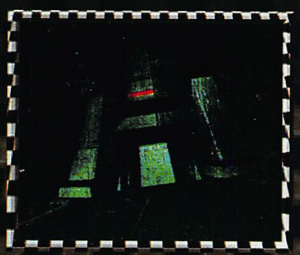


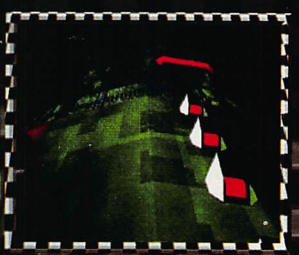




Here are several GameFan exclusive shots of Sony's above, from the side, and 3-D shooter Philosoma. Every few minutes of playing, the view changes via an incredible CG cinema. This game will be one of the first few PS titles.













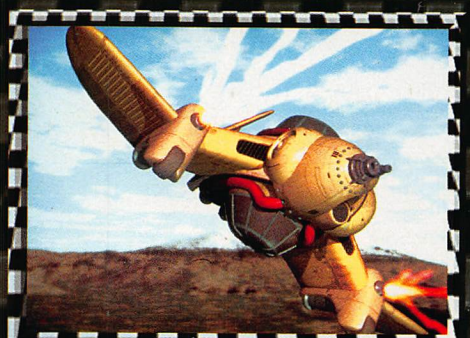






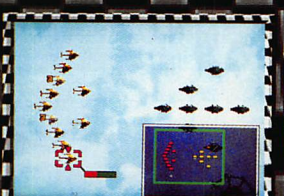


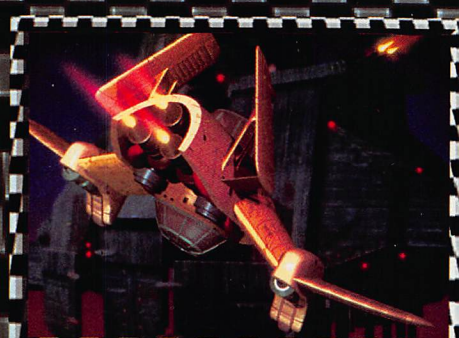
Here are several late-breaking PlayStation shots, incuding Starblade (Texture-mapped or not texture-mapped? You can choose!) Ridge Racer (Which now has a PS-only behind-the-car-view) and Konami's Powerful Pro Baseball '95.



SEGA SATURN







This here Saturn game is Sega's GOTHA, a fantasy military simulation game due out on December 9th. Expect real-time, texture-mapped Shining Force-style animated attack and movement scenes.

Sega's baseball sim, Greatest Nine...











This incredible Saturn RPG is Magic Knight Rayearth, based on a popular Japanese anime and manga



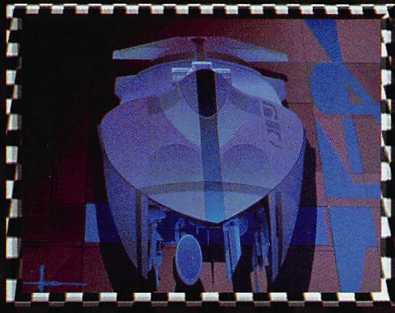






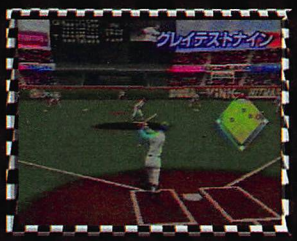
Finally, here are some actual game shots of Gale Racer / Rad Mobile! Looks exact, no?





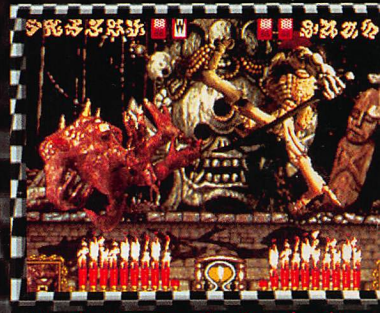










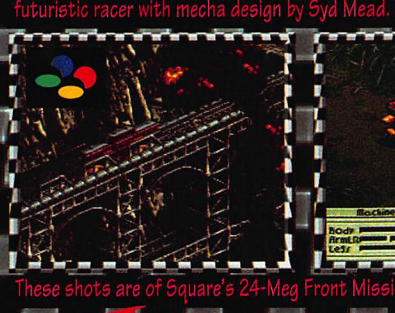


This Saturn CD is Grand Racer, a Daytona-esque futuristic racer with mecha design by Syd Mead.

Do you remember Hydlide? Here's the not-so-long-awaited Saturn sequel, Neo Hydlide!

Here's Van Battle, Sega's three-dimensional claymation fighter.







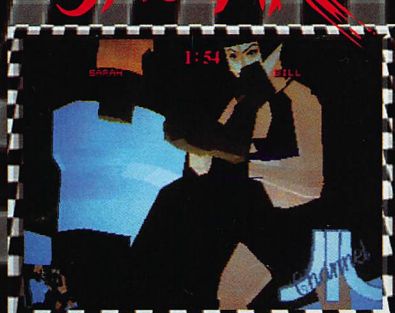




These shots are of Square's 24-Meg Front Mission, their new SFC strategy title with mecha and character designs by Final Fantasy's Yoshitaka Aman



JAGUAR





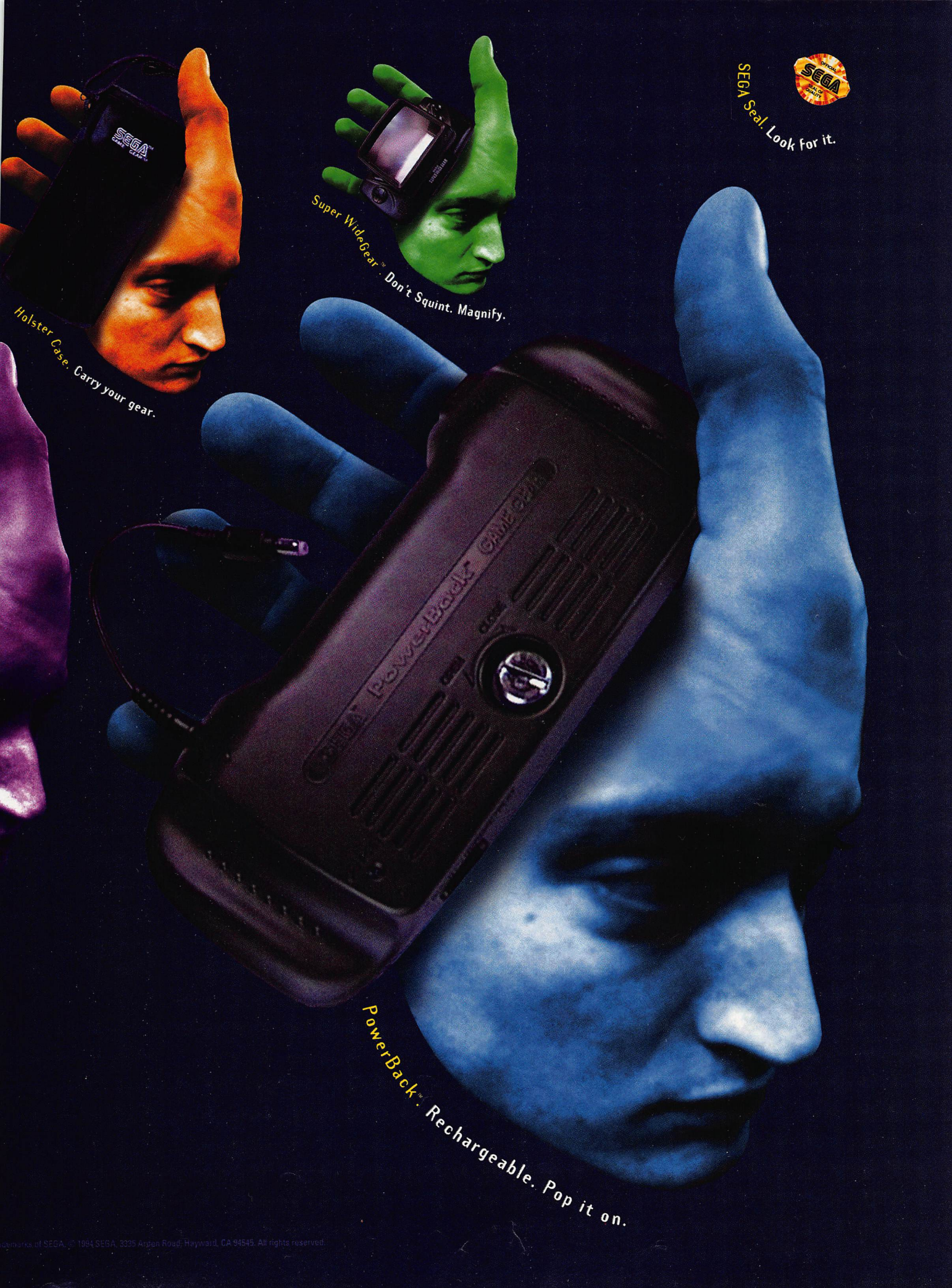




...check out that seamless scaling!

An ex-programmer from Sega's AM2 is currently working on the newest Atari fighter, Fight for Life. Remind you of anything? FFL is due out this Dec


CLEANING GEAR
GAME GEAR
Cleaning Gear™. Works better than your mother.
Car Adaptor. Roadtrip.
AC Adaptor. Plug it in.
Gear-to-Gear™. Two Players. Same Game.
Game Gear. Got one?
It's not SEGA you lose
SEGA™ Game Gear™ - Extras.
Sega, Game Gear, PowerBase, Super Wide Gear, Gear-to-Gear and Cleaning Gear are



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REVIEW • SEGA

DYNAMITE HEADDY

4 MEG • AVAILABLE NOW









When I received Dynamite Headdy for the Game Gear to review, I was mightily depressed - it's big brother was so awesome, and I knew I'd have to compare the two. I ain't depressed no more! Headdy's GG outing is, in several ways, equal to or better than the 4-times-larger Genesis cart. First of all, six of the original's nine stages are included, as are five of Headdy's cranium projectiles: The Slammer, Super, Sleepy, Vacuum and War Heads. The graphics are superb, and Headdy himself is around 1/4 the size of the screen. To put that in perspective, Headdy Genesis is 1/8 the size of the screen! If you're not familiar with the Headdy concept, you're this little puppet guy with a total absence of neck. Your main weapon is the ability to toss your head in eight directions, and you can also grab onto higher platforms with your mouth, then drag your body up to them. Throughout your adventure you gain other heads, and each performs a specific function... one makes you faster, one restores life, one keeps you invincible, etc. If it sounds strange, it IS, but it's totally original and great fun. If you're a fan of the original, or you're just searching for a good Game Gear action title, I recommend Headdy. - *Nick Rox*



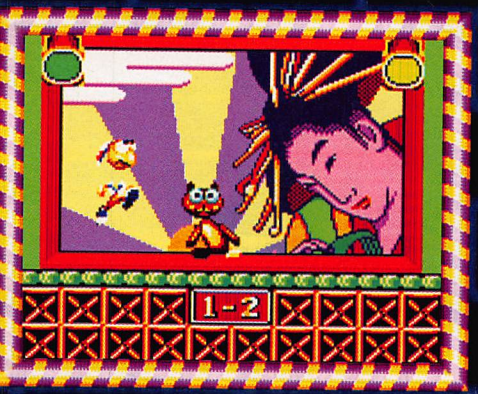




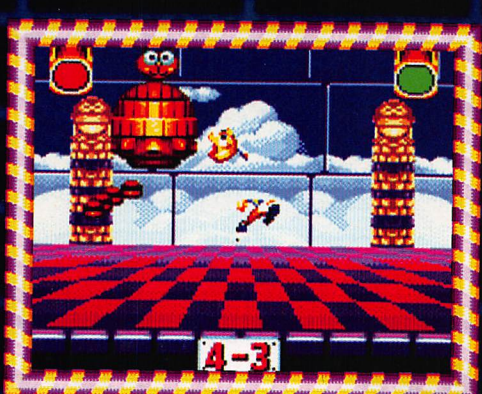






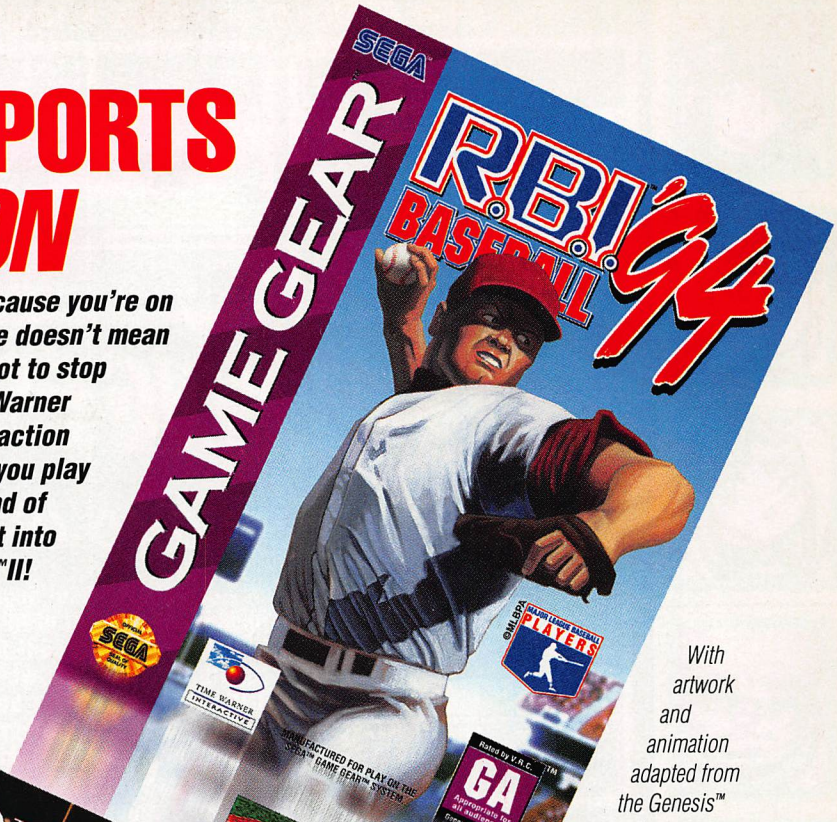




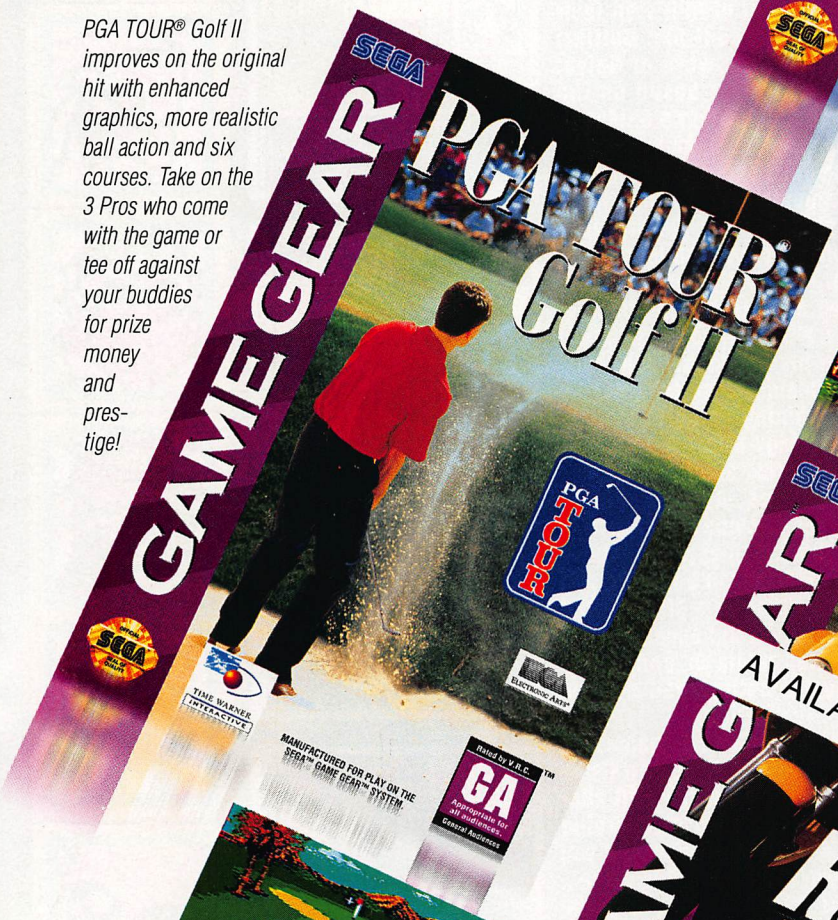


THE HOTTEST SPORTS GAMES—*NOW ON GAME GEAR™!*

Just because you're on the move doesn't mean you've got to stop playing your favorite Genesis™ sports games. Time Warner Interactive's latest Game Gear titles make sure the action follows you wherever you go: RBI™ Baseball '94 lets you play baseball with the pros. Tee up and swing into a round of pressure-cooking golf with PGA TOUR® Golf II. Or get into some serious bashing and crashing with Road Rash™ II!



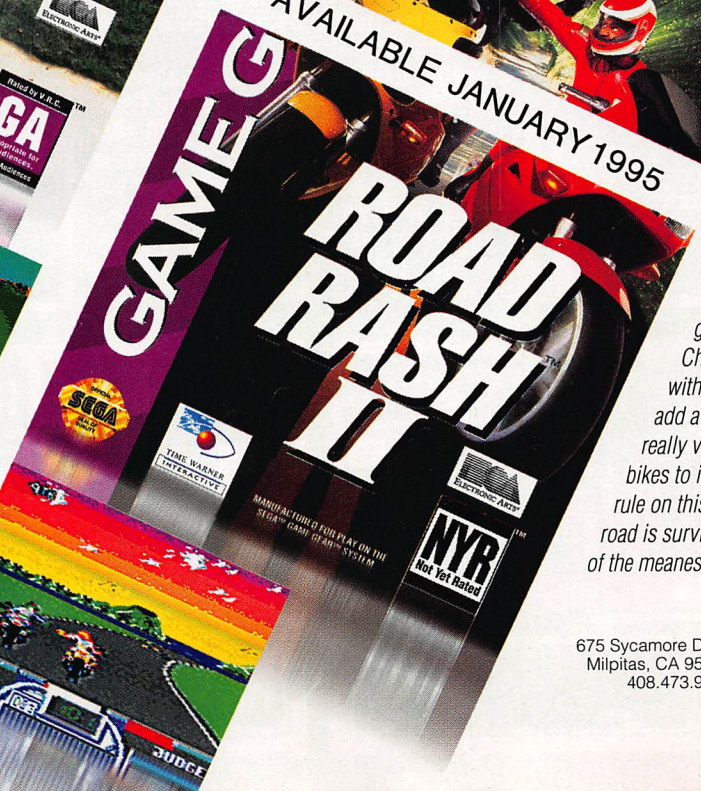
With artwork and animation adapted from the Genesis™ version, RBI '94 has over 800 real players from the 28 big league teams, complete with '93 stats. Use the actual 1994 baseball schedule to complete the full 162-game season, playoffs and World Championships!



PGA TOUR® Golf II improves on the original hit with enhanced graphics, more realistic ball action and six courses. Take on the 3 Pros who come with the game or tee off against your buddies for prize money and prestige!



AVAILABLE JANUARY 1995



Join the Speed and Bleed circuit with Road Rash II, the ultimate motorcycle racing game. Scream around five tracks that become increasingly more difficult. Face opponents who get nastier as the race goes on. Challenge a buddy head-to-head with the Gear-to-Gear™ link, then add a pack of Rashers to make it really vicious. Upgrade to 15 different bikes to improve your ride. The only rule on this road is survival of the meanest!

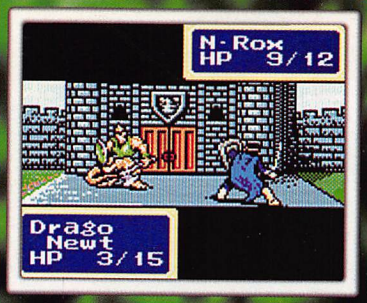


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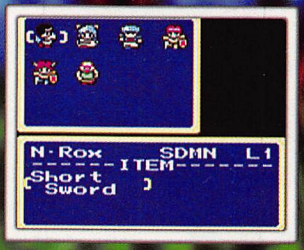


SHINING FORCE
THE SWORD OF HAJYA









Game Gear fans, rejoice! Sega has decided to double the amount of RPG's on their portable (if you don't count Axe Battler) with Shining Force: The Sword of Hajya. This 8-Bit version of SF is based on the Japanese GG game Shining Force Gaiden II. That's right... this is a sequel, and we aren't getting the first one. The story to Hajya SOUNDS like a sequel - the previous Hero, Prince Nick, lost the use of his arm in a decisive battle with the fiendish Iom forces a few years ago, (the first game) and now they've regrouped and are coming back in full force. Luckily, a boy with amnesia is literally dropped on his doorstep - you - and after poor Nick is beaten senseless you take over to lead the Shining Force to victory. This game is a strategy title - not military Koei strategy but leading single characters into small skirmishes. As your troops increase, the battles become more vast. In between fights, there'll always be a town where you can stock up on supplies and heal your soldiers. If you're a straight RPG fan this game probably won't appeal to you, as there are no dungeons or command-based fights... just a battle, then a town, then a battle, etc.

If you're a fan of the Genesis games, of course, you'll love it... and if you're a Game Gear owner searching for another RPG after thrashing Defenders of Oasis innumerable times, then here it is. Oh, by the way, if you don't have a GG you won't miss this game... it's coming to the Sega CD along with the other GG title we missed, Shining Force Gaiden I. -Nick Rox





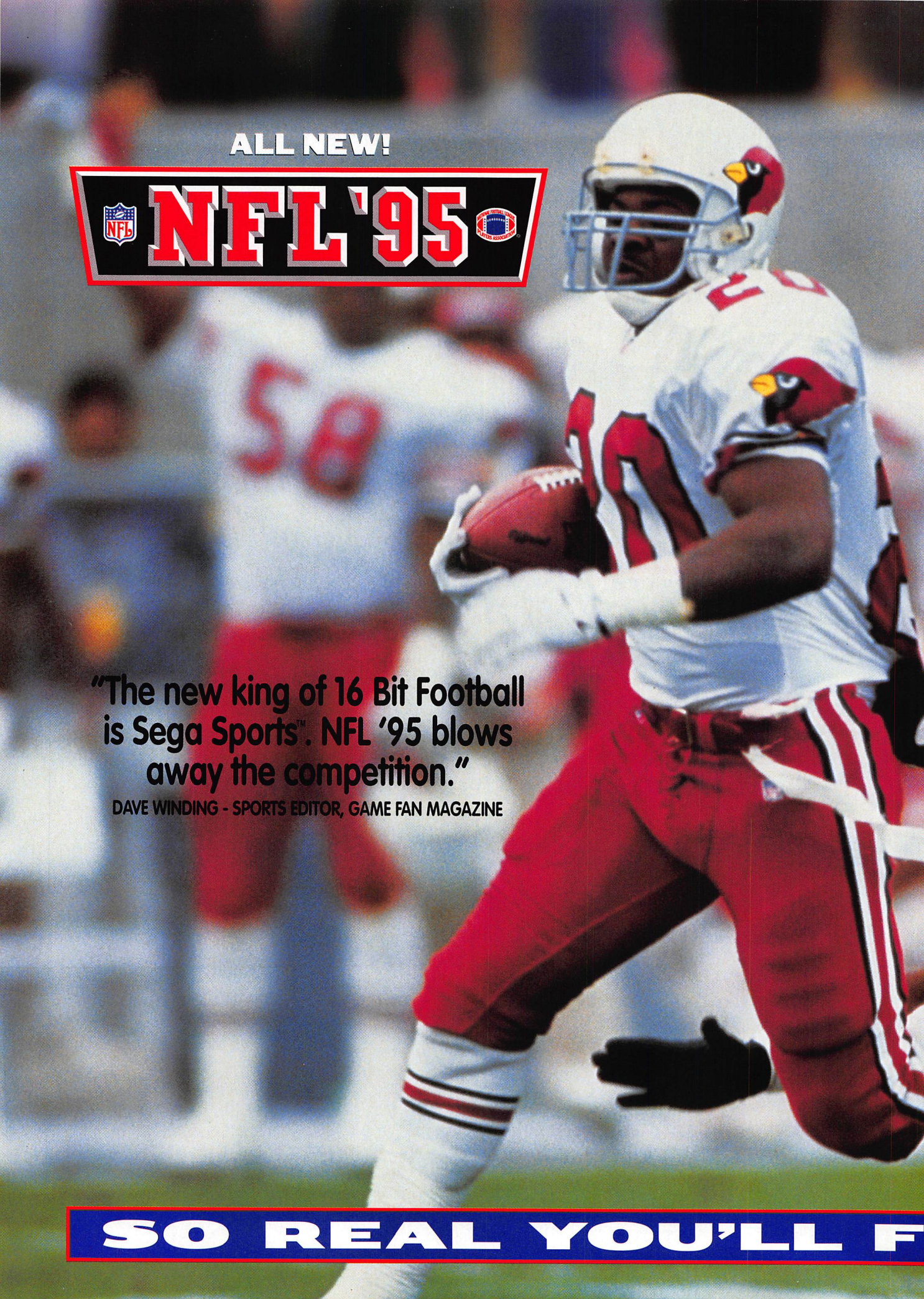




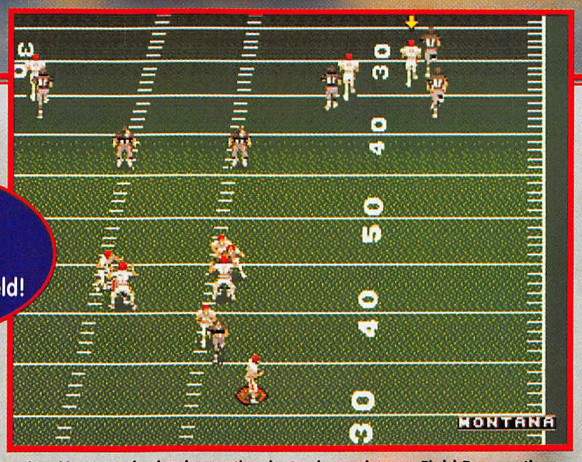





SEGA™
SPORTS
PRESENTS
THE NEVER ENDING SEASON


ALL NEW!
NFL '95
"The new king of 16 Bit Football is Sega Sports™. NFL '95 blows away the competition."
DAVE WINDING - SPORTS EDITOR, GAME FAN MAGAZINE
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NEW!
Now see up to 65 yards downfield!

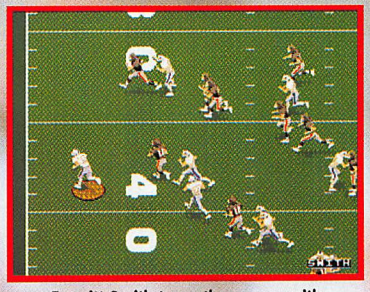


Joe Montana looks deep...thanks to dynamic new Field Perspective.

Over 1,500 real players!

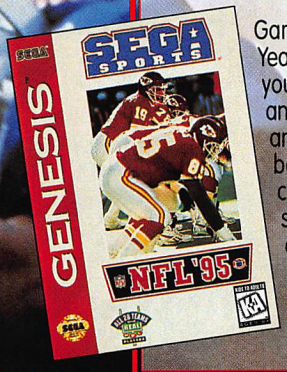


Steve Young and the real players from all 28 NFL teams are here. Make trades and start building your dynasty.

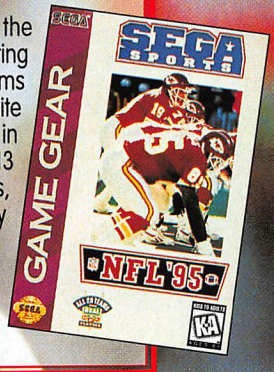


Emmitt Smith turns the corner with a "speed burst" and heads for six!

HOW TO IMPROVE ON PERFECTION.



GamePro called NFL Football '94 "The Best Football Game of the Year." So what did we do for '95? We started from scratch to bring you a game where you play and compete with all 28 NFL teams and over 1,500 players including Rice, Sanders, Seau, Elway, White and more. Actually *be* the receiver and call for the ball! Add in bone-crunching new sound effects, injuries, skill ratings in 13 categories and a battery-backup that tracks league leaders, single game and season stats, and you know this could only come from Sega Sports™.

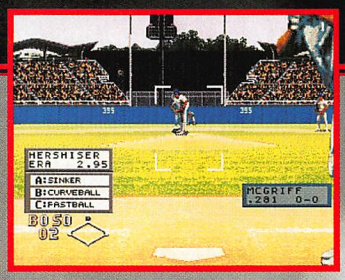


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McGriff steps in against Hershiser. Will it be the fastball, or are you going to cross him up with a sinker?



You're Albert Belle, going up against Yankee ace Jimmy Key – Do you go for it with your power swing, or just try for contact?



Use Game Gear's™ new "Centerfield View" and step up on the mound with six division alignment and 1994 rosters!

FINISH WHAT THEY STARTED.



Step into the box – and start hammering away – as you go up against all 28 Major League teams in World Series Baseball! 1994 rosters. New six division alignment and playoff structure. All 700 players including Bonds, Bagwell, Maddux, Williams, Canseco, Alomar, McDowell and Mussina. And you're in the center of the action with our incredible new "in the batter's box view," for the most realistic All-American slugfest ever. Nobody pitches 'em like Sega Sports™. Oh doctor!

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"The best Baseball game ever created for any videogame system."
-GAME FAN MAGAZINE

World Series BASEBALL® '95

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GA Appropriate for all audiences. General Audiences

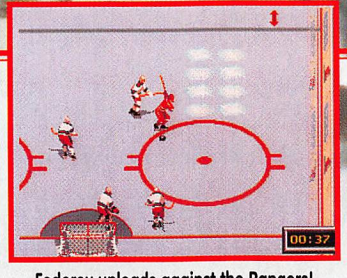
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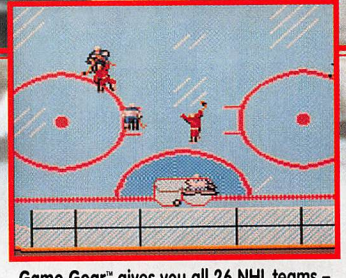
NHL® ALL-STAR HOCKEY 95



Crushing check! Over 1,000 animated frames including slap shots, wrist shots and 14 different goalie animations!



Fedorov unloads against the Rangers! All 650 NHL players are here – and you select automatic or manual goalie control!



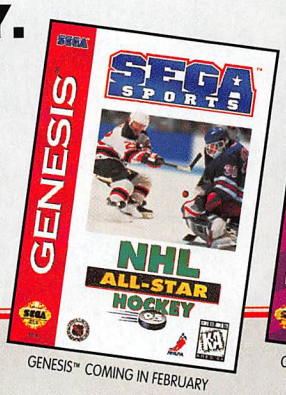
Game Gear™ gives you all 26 NHL teams – and all real NHL players for seasonal play straight through the Stanley Cup Finals!

THE ULTIMATE POWER PLAY.

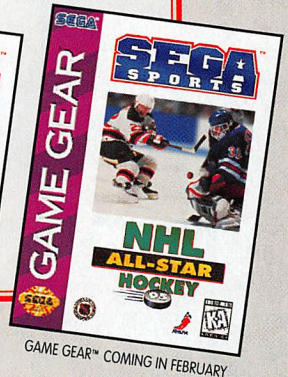
Skate your way to Stanley Cup® glory with all-new All-Star Hockey! Play with all 26 NHL® teams and all 650 NHL Players including Gretzky, Messier, Yzerman, Jagr, Lindros, Hull, Irbe, Chelios and more! Real ice-action is here too with line changes, "speed bursts", instant replays, cross-checks - with a battery that tracks season standings & stats, sampled sound effects and color commentary from Marv Albert, voice of the NY Rangers. It's as real as it gets – and it's only from Sega Sports™!

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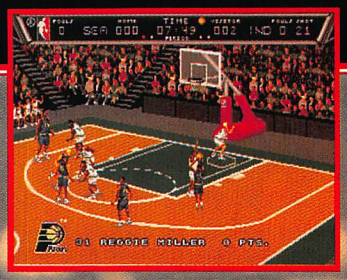
GAME GEAR™ COMING IN FEBRUARY

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ORGET IT'S A GAME



David Robinson welcomes you to the neighborhood and slams one down! Over 14 different rim-rattling jams!



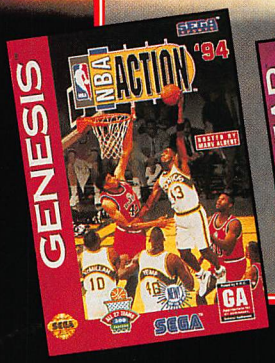
Reggie Miller launches one from downtown! Play him head-to-head against Jerry West or Pistol Pete Maravich with the Hall Of Fame option!

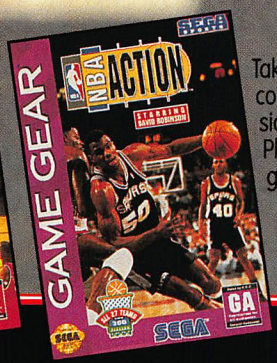


YES! NBC's Marv Albert calls the game and provides expert commentary for real NBA action at its finest!

TAKE IT TO THE HOLE.

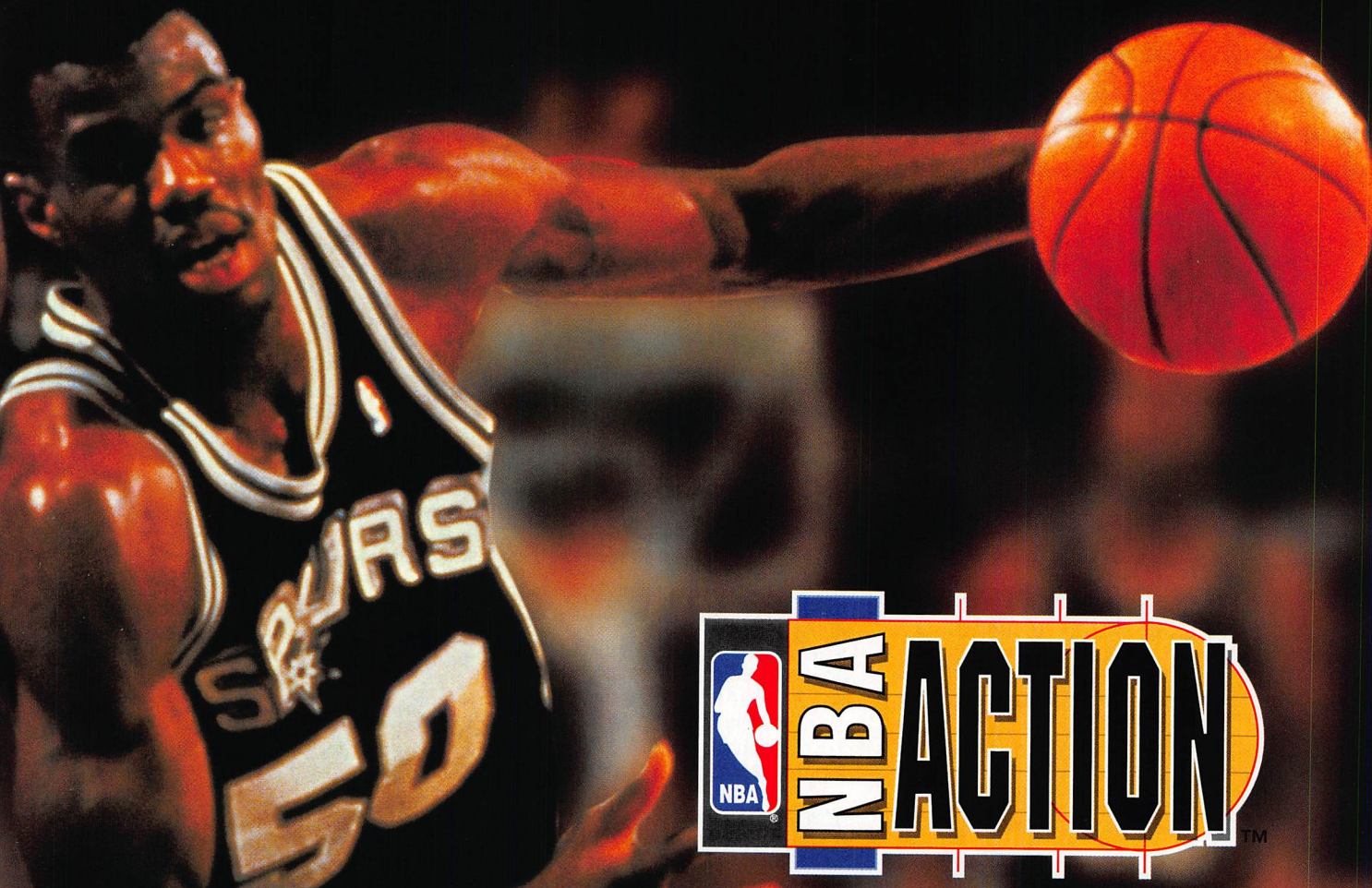
Take your case for the NBA Championship to a higher court with all 27 NBA teams, color commentary and real digitized graphics that let you run, shoot and rebound right alongside all your favorite players, including Ewing, Olajuwon, Webber, Pippen and more! Plus an exclusive Hall Of Fame option that lets you play with 30 of basketball's all-time greats on three different teams. It's nothing but net...and it's nowhere but Sega Sports™!





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COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP

32 College Teams. 1 National Champion. Settle it on the field!



Exciting Play Modes:

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- ★ 11 Game Regular Season
- ★ Race for #1 Ranking
- ★ National Championship Tournament

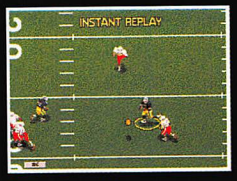
Great Collegiate Football Features:

- ★ 2 Point Conversions
- ★ Wishbone/Option Offenses
- ★ College Playbooks
- ★ School Fight Songs, Logos, and Team Colors
- ★ 32 National Powers

SEGA SPORTS



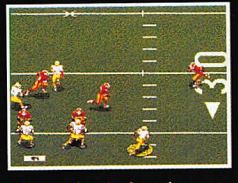
Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!



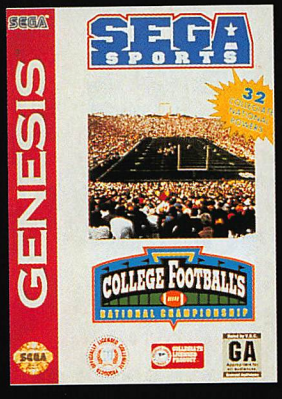
Nail 'em again! Michigan makes its move against Nebraska--and you relive it all on Instant Replay!



Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!



Rev-up the rivalry when the Fighting Irish of Notre Dame take on the Trojans of USC!



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PLAY FOR KEEPS. If you're playing to win, you should be playing with Sega Sports™. It's the most complete line of ultrarealistic sports games going, with a wide range of available platforms, and games to go with them. Be it football, baseball, basketball, hockey, boxing, car-racing, golf or tennis, Sega Sports™ is there with the most fully-licensed line-up, endorsed by such major stars as Joe Montana, Mario Lemieux, David Robinson and Fred Couples - along with color commentary from such top announcers as Marv Albert. And we're there too with the most innovative features - instant replays, speed bursts and our exclusive "in the batter's box" view - even a battery back-up system that allows you to save individual and team stats for an entire season. With real teams, real players and real league schedules, no wonder they say: If it swings, if it slams, if it sacks and if it jams - if it counts, it must be Sega Sports™.

SEGA GENESIS



FEBRUARY '95 MARCH '95

SEGA GAME GEAR



FEBRUARY '95

SEGA CD



GENESIS 32X NEW!



***TEAM PLAYER™**
The only way to play up to 4 players!
Our latest Team Player lets you play team sports the way they were meant to be played - as a team!



Compatible with all Genesis™ Multi-Player Games!

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SEGA SPORTS™

GAMEFAN SPORTS

READY... FIGHT!

SEGA SPORTS AND EA SPORTS GO HEAD-TO-HEAD IN THE ULTIMATE 16-BIT FOOTBALL SHOWDOWN!

ALSO INSIDE!

FIFA 3DO: WOW!! SEEING IS BELIEVING. 3DO OWNERS WON'T WANT TO MISS THIS ONE!

NBA LIVE '95: DOES THE GENESIS GAME MATCH THE BRILLIANT SNES GAME?

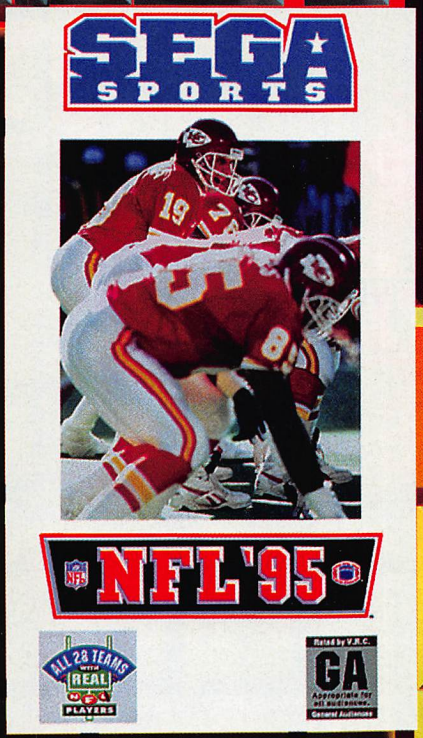
FIFA '95: CAN SOCCER GET ANY BETTER THAN THIS?

PGA TOUR 3: EA SPORTS TAKES THEIR HIT SERIES TO ANOTHER LEVEL, AND ASKS THE PRO'S TO PLAY...

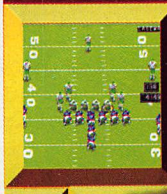
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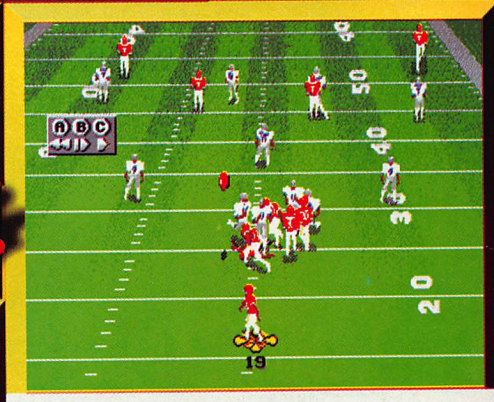
TALKO TALK: THE HISTORY OF THE GREAT MADDEN/MONTANA GRIDIRON BATTLES!

GAMEFAN SPORTS COMING ATTRACTIONS: UNNECESSARY ROUGHNESS, INDY CAR RACING AND CD VERSIONS OF ESPN HOCKEY AND FOOTBALL!



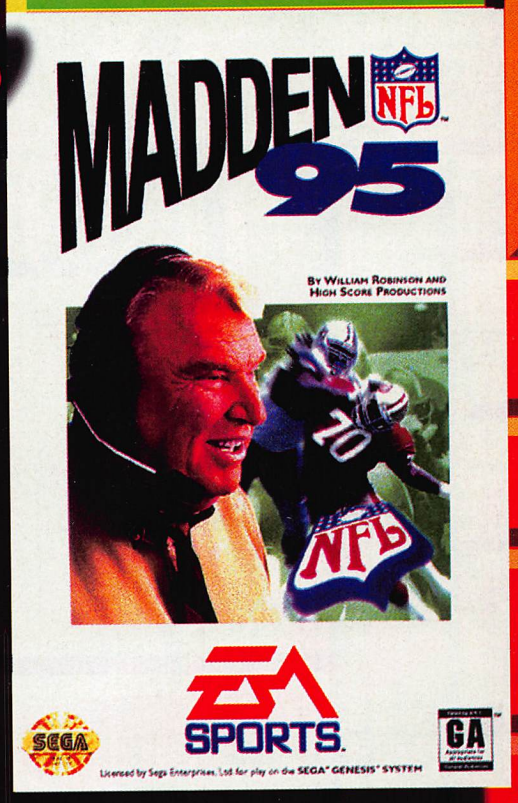






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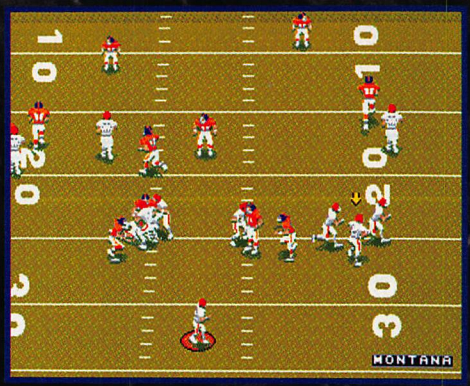


TALKO TALK

Welcome to the battle to end all 16-bit football battles; Madden NFL '95 vs. Sega Sports' NFL '95. Actually, this very well could be the LAST war, on the 16-bit battleground, between the two perennial giants. With the pending release of the 32-X and Saturn, the Madden/Montana (with all apologies to Sega Sports, this is the way the player identifies the product) competition of the future will no doubt be carried out on these advanced entertainment platforms. As both games have raised their performance levels to new standards, I thought it would be appropriate to use this column to reflect on the history of these two legends. The original John Madden Football was released for the Genesis just before Christmas, 1990. Electronic Arts really hadn't had as big of an impact as they had hoped with the release of their first three titles (Zany Golf, Buddokan and Populous) for Sega's fledgling system, and they were looking for their first certified hit. Sega, on the other hand, had acquired the rights to use Joe Montana's name on their football products and, as they had limited development resources (at the time) in-house, they had hired no less than THREE different software developers to produce versions of their first Montana game. EA had forged a relationship with new-comer Park Place to produce Madden and, when we received the game in product testing at Sega (where I was moonlighting at the time), we were completely blown away! The graphic perspective was unlike anything seen before and the two player game had everyone at Sega playing. Well, things weren't going as well with Sega's own product, release dates slipped, and, if legend holds true, the whole project was given to the Madden developers at the last minute to save the game. Joe Montana Football ended up making it to market a full three months after Madden. Madden became a monster hit that helped legitimize the Genesis in the consumer's mind and Montana became a secondary hit that has left it in the role of underdog ever since. The sequels have followed a similar path with each successive release, with both camps adding more and more long term play value features into the games; NFL and NFLPA licenses, full season play, player management, Sportstalk, etc.. Both EA (later to become EA Sports) and Sega pulled future development in-house or established more permanent relationships with key sports software developers and both titles established the cornerstones of legitimizing the idea of sports marketing within the video game industry. The Madden series has continued to enjoy sales superiority over Sega's series, but that gap has narrowed over the last two seasons-with critical acclaim last year going to Sega's NFL '94 Starring Joe Montana. Now, the competitors find themselves at the threshold of '95 with the best games they have yet produced. Who's the winner? All of us...who brings home the crown for this year, Sega Sports or EA Sports? Read on...Enjoy the December issue and happy holidays from Dr. E and Talko

NFL '95





GENESIS
SEGA SPORTS
4 PLAYER
16 MEG
NOV. 15

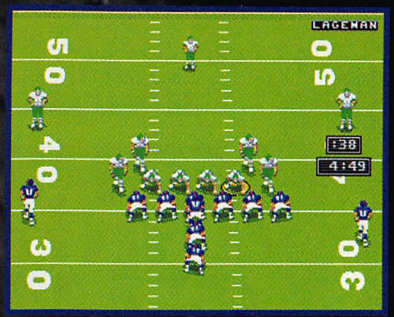
Many months ago, the people at Sega Sports were quietly whispering about their new football game. It would be revolutionary, they said. It would put you on the playing field and allow you to pass like never before, they said. It would have player management and simulation features unlike anything we'd seen in a cartridge game, they said...At Summer CES, they gave us a sneak peak...an on-the-fly, tilting field that literally let you see end zone to end zone, player animation and character detail unlike anything previously seen...could it be?

With NFL '95, Sega Sports has come very close to producing the perfect 16-bit football game. The design team at Sega and Double Diamond have obviously put everything they have into this game. It really shows in the detail of the presentation, where every screen, whether it is for League Leaders, team statistics, trades, free agents, etc., has a graphic quality and a level of detail that is peerless in the ranks of 16-bit sports gaming.

But the focus of this analysis is not in the graphic quality of the game, which, as you can see, is of an extremely high caliber, but the quality of the football simulation itself. There is no question in my mind that, in playing NFL '95, this is the most fun I have ever had playing a football video game-and over an extended period of time. For the purpose of comparing the two games, I have played the first five games of the '94 season in each, with the Kansas City Chiefs as my team of destiny in both. No

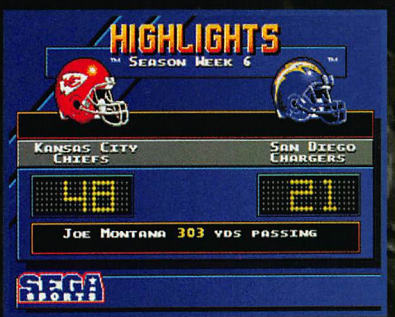












more 600 yard passing games my friend, this is REAL football. So real, in fact, that many things that we took for granted in football games before have been completely re-studied and re-designed. For example, gang tackling is now required on defense-it's very rare that one man can bring down a ball carrier, unless the defender has a high physical rating and the ball carrier is a quick, small guy that runs for the sidelines. Also, when carrying the ball, you can't just run over defenders lying on the ground-you have to leap over them and continue moving...they will actually slow you down and trap you!

The artificial intelligence of the computer opponent is outstanding as well, with teams that reflect the strengths and weaknesses of their NFL namesakes and an aggressiveness on the part of the computer controlled offense that will push your defense for the entire game. After the fourth game of the '94 season, I was undefeated, as opposed to KC's record of 3-1 in the 'real' game. None of the games were wipe-outs. They were all close contests, with realistic running and passing statistics and a computer defense that was reactive, in the sense that it would adjust to my play calling, and require that my offense run the ball. After five games (which inckuded an AFC West "bye"), Montana was ranked eighth in passing yardage, behind Young, Elway and Marino, and Allen was among the League Leaders in both rushing yardage and receiving yardage. It will also be tough to score more than 50-60 points in a 20 minute game. In fact, NFL '95 is the first football game to implement a timing strategy that allows for realistic scoring and statistical tracking. I have waited so many years for this level of accuracy in a fun-to-play arcade style football game!



In addition, NFL '95 provides realistic player management and control and, above all else, gives the player such an overwhelming sense of control over the arcade and simulation aspects of the game, that the result is the best playing, nail-biting game of football ever, and one that you can play quickly and enjoy again and again. How many football games do you own where you will play them for a few weeks, then move on to something else? That will not happen with NFL '95. I know I will be playing the game until they send me next year's model!



As good as NFL '95 is, however, there are a few weaknesses in the product. The statistical tracking is fairly limited, when compared to Madden '95. For example, the quarterback's only statistic kept during the season is passing yardage-the game does not track TD's, INT's, or % of completion! In addition, there is some screen flickering when all of those huge player sprites start colliding during spirited tackling (it doesn't effect gameplay), the ball is always centered on the field, negating any strong and weak side strategy, and the players gain too much yardage when diving. Overall, however, NFL '95 is the pinnacle of Sega Sports' game development and the best game of 16-bit football on the market. - Talko



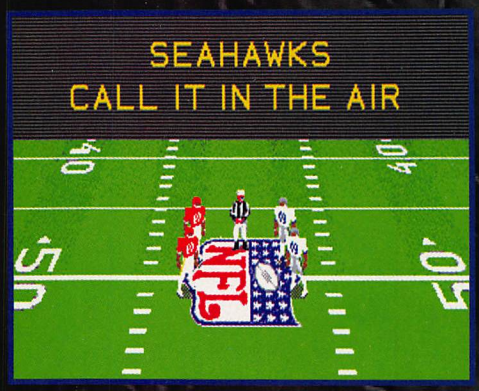


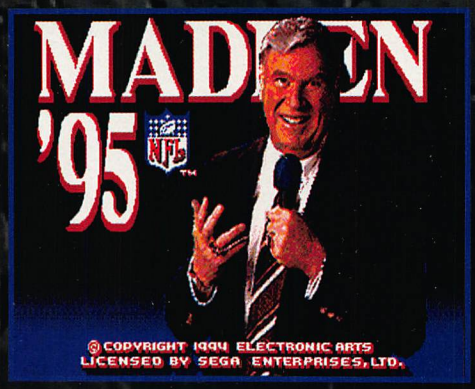


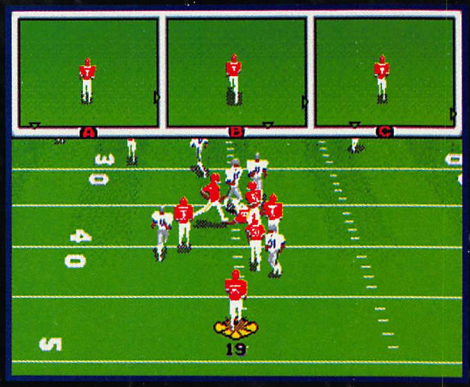
NFL '95 is the pinnacle of Sega Sports' game development and the best game of 16-bit football on the market.

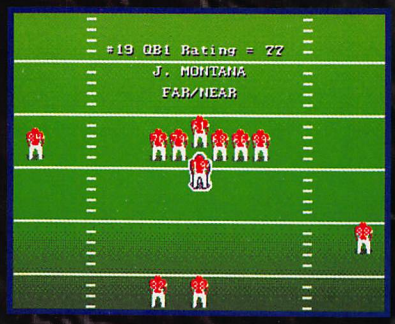
96%

MADDEN NFL '95



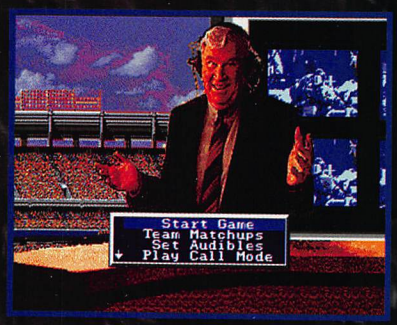






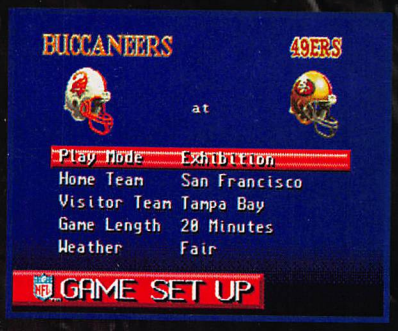
GENESIS
EA SPORTS
4 PLAYER
16 MEG
NOVEMBER

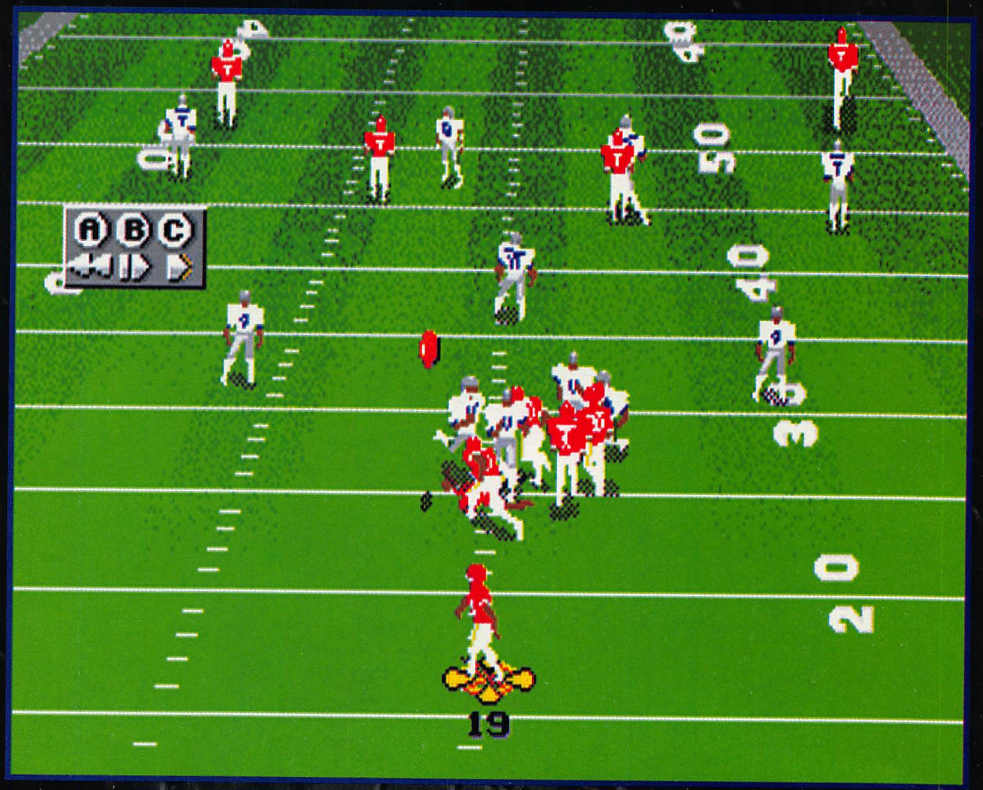
Madden NFL '95, for the first time, brings the entire NFL and NFLPA package to the table, with all of the options Madden players have been asking for over the past few years. Everything in the game, aside from the basic graphic engine, has been redesigned for this year's installment, and the player animation has received particular attention. The playbook has been redesigned and expanded and the computer is an even tougher opponent than last year.



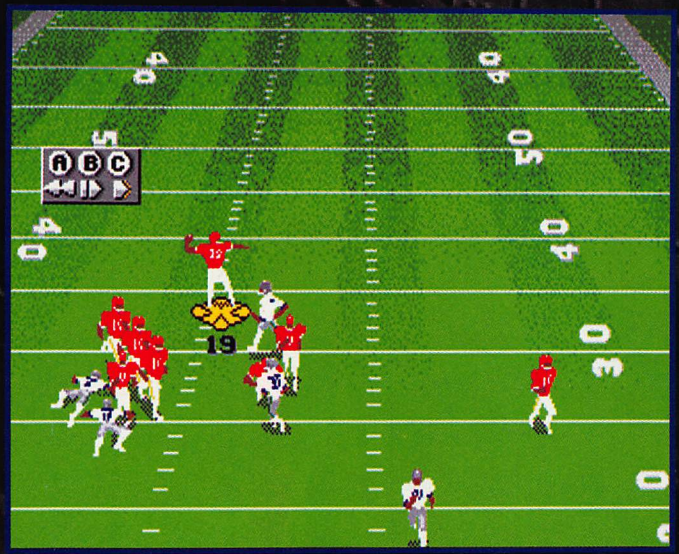
Anyone familiar with the Madden series will really appreciate the improvements that EA Sports made this year. For me, the combination of making the passing windows optional, thus opening the field to a more realistic, real-time view, and getting the NFLPA license-allowing for realistic statistical tracking throughout the season, are the keys to success in the '95 game. Although the game has a more generic feel to it than Sega Sports' NFL '95, the unmistakable quality and gameplay of Madden shines through.

The player animation and field scrolling are much improved, although the players look a little washed out and sort of like they were cut and pasted over the field, and the sense of 3-dimensional space is very accurate, with the height of the defensive linemen and secondary being critical to the passing game. The playbook is extensive and has been

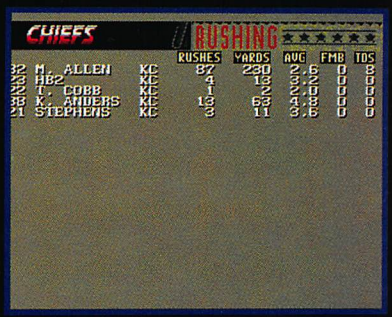


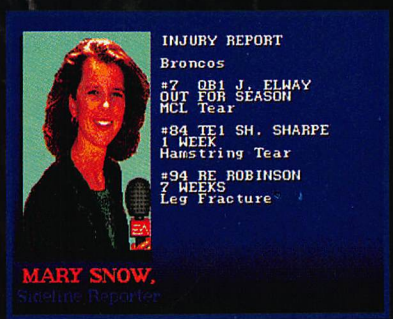


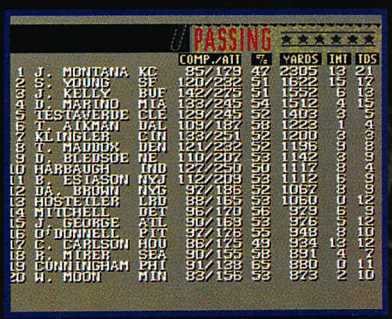






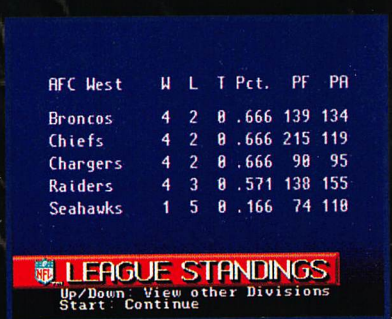






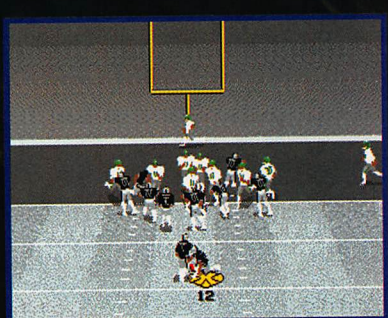
redesigned to more accurately reflect an actual NFL style playbook. One example of this is that there are now an assortment of screen passes available to the player, in different formations. In addition, the statistical tracking is much more complete than in NFL '95 and the League Leaders option offers more meaningful statistics than in Sega Sports' title.

On the negative side, the passing game is still a tad unrealistic. I am currently in the ninth week of the season with the Chiefs (I used K.C. for both games to better analyze the accuracy of the season simulation), and I am averaging over 400 yds. per game passing with Montana. Don't get me wrong-Joe's the greatest, but history has proven that he's not THAT good! In addition, you make receptions in crowds of 2-3 defenders of the type that some receivers might not make over an entire career-on a regular basis. Also, the use of the NFLPA license could have been implemented in a more professional fashion. I believe that this is because EA Sports acquired the license late in the game and didn't have the time to prepare the attractive package that characterizes Sega's game.



In summary, Madden fans will not be disappointed with the '95 game. It has all of the features Madden players have been asking for and is truly a superior product. Taking into account the strength of the NFL game and the improvements in the game's engine, while also looking at the game's offensive imbalances, Madden '95 scores in the same range as Walsh '95 and Sega's College Football.

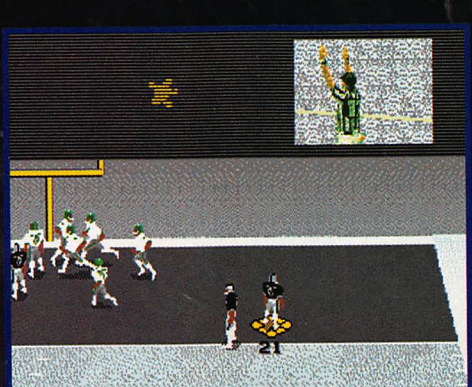
In terms of how the games rate, head-to-head, it's as follows...NFL '95 is the most well balanced and best playing game of football on 16-bit-no question about it. Madden '95 is a notch below that, with a great game that further improves the series and an excellent statistical football simulation. I have thoroughly enjoyed playing both, but, as I said in the NFL '95 review on the preceding pages, I've got to go with Sega's game. Be that as it may, it is a GREAT Christmas for football fans, with the two best football games this side of Madden 3DO...play and ENJOY! - Talko



Attention Madden and Montana (NFL '95) fans!!! Let GameFan Sports know how you feel. Write to Talko, giving your analysis of one or both products, and we will make sure your comments get forwarded to the decision makers at EA Sports and Sega Sports. They are always listening and your comments could help shape the way you play in '96 and beyond!







Madden fans will not be disappointed with the '95 game. It has all of the features Madden players have been asking for and is truly a superior product.

93%

NBA LIVE '95

GENESIS
EA SPORTS
4 PLAYER
16 MEG
NOVEMBER

The leaves are starting to turn color. There's a certain crispness in the air. It's been almost four months since the last season ended. It MUST be HOOP time baby, and EA Sports is right on schedule with their release of NBA Live '95 for the Sega Genesis. A new season can bring with it a multitude of new faces and new challenges, so let's take a peek into what awaits the gaming public.

One look will quickly tell you that this is definitely a new season, and a new graphic engine to boot. Gone is the traditional basketball, side-to-side court-now replaced with a 3/4 perspective that gives the gamer a larger play field. The increase in size is incorporated both vertically and horizontally which, among other things, allowed the designers to make BIGGER characters. The players are still proportionate to each other, of course, and to the court as well. Speaking of the parquet, every home team has their respective logo at mid court and, before the beginning of each game, the starting five for each squad runs to half court and is introduced . NBA Live '95 comes prepackaged with the five players from each team the programmers assume will be the starters for the upcoming season, and this cannot be changed. You can, of course, change the lineups any time after tip-off, just not before!





Let's talk turkey. Is there intelligent life in that there electronic brain? Is the artificial intelligence improved from NBA Showdown '94? Well, yes and no. 'Yes' would be that, on the all-star level, the computer is quite tough to beat. 'No' would be...if you shot 80%, you probably wouldn't lose too many games either. 'Yes' would be that you can defend your opponent to the point of pushing him out of bounds without (most of the time) being called for a foul. 'No' is that there aren't many fouls called, period-playing simulation and with foul frequency set too high. THERE SEEMS TO BE A HOST OF STRANGE THINGS LIKE THIS.

One minute I love the game, the next minute I find something else I would change. For instance, I love the fact that the point guard won't drive, so he can't dish. That's not to say the passing is bad, this is the first game in which I've ever kept pace with the computer in the assists department. In particular, the "alley-oop" is a thing of beauty. Your power forward raises his hand, saying "throw it up there", and you oblige with a quick tap of the "B" button, sending a "Stocktoness" lob perfectly into the hands of the 245 pounder who brings down the house with a thunderous jam. This scenario, when used with the 'motion' offense, occurs regularly. In my season, Webber leads the league with about five alley-oop dunks a game! Speaking of Webber, when he shoots the occasional outside shot, you would anticipate a rebound that the other players would be jumping up for. Not so fast Sherlock, because, more times than not, the rebounds hit the floor like ducks falling out of the sky. When was the last time you saw players scurrying about the floor in search of a rebound? The ball should deflect off of the rim and arch its way skyward. Geesh. At least you don't have to worry about rebounding too frequently, what with the 65-80% shooting percentages that are occurring around the league. Even the two most exemplary facets of NBA Live '95 have their downsides. The animation of the players, particularly when watched on the instant replay, is nothing short of spectacular. The fluidity of the player running, planting his feet, springing up into the air, and them soaring to the hoop is equaled by no other game. On the other hand, in the same game, you'll see some lame looking shot fired from the hip that hits the bottom of the backboard. It's



















kinda like the kid in 5th grade who wasn't quite strong enough to get the ball above his waist, and had to "push" it towards the hoop. Ridiculous. And ugly! The other facet of the game which is so gratifying is challenging the player who has broken loose for an apparent easy lay-up or dunk. Here's the scene-the computer goes into the slo-mo dunk routine while you come flying in from the side, the players meet, and you either block the shot or foul the crud out of him. Believe me, you will watch this on the instant replay over and over and over. Unfortunately, again, this is way too seldom of an occurrence. This is the kind of play you would like to see happen 12-15 times a game!

Well, all being said and done, I like NBA Live '95 more than any previous basketball title I've come across, it's just that there seems to be areas to improve upon. There's a lot to like and a bit to be smoothed over, but the ground work is set. The round ball series from EA hasn't quite reached the level of NHL or FIFA, no small task indeed, but we certainly look forward to the attempts of getting there. - Dr. E

Well, all being said and done, I like NBA Live '95 more than any previous basketball title I've come across, it's just that there seems to be areas to improve upon.

88%

IN

SIX

PAGES

YOU'LL

KNOW

WHY

EVERYTHING ELSE IS JUST PRACTICE.™

ESPN SUNDAY NIGHT NFL

WE'VE GOT SOMETHING YOU WON'T SEE IN ANY OTHER GAME. (YOUR RECEIVERS)



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E-Z CAM ZOOMS IN ON THE BALL CARRIER SO YOU'RE RIGHT THERE TO SEE EVERY BONE-CRUSHING HIT AND SHOESTRING TACKLE.

Real quarterbacks don't look through passing windows when they drop back, so why should you? ESPN Sunday Night NFL gives you a full-field perspective, so you can check off all your receivers while reading a nickel zone, or burning a cornerback in man-to-man.



'GIVE 'EM THE OLD SHAKE 'N BAKE WITH UNIQUE SPIN MOVES AND SPEED BURSTS.

From the moment your QB releases the ball, you've got complete control of your receivers. And when you complete the pass, the E-Z Cam zooms right in on the action. But don't fumble, or you'll be humiliated by Chris Berman taunting you from the booth (realism has its price).

ALL 28 NFL TEAMS

The game has audibles, updated NFL rules (like the 2-point conversion), and play options most other games wouldn't even understand. You can play an entire season in the rain, sun and snow, and save all your stats with the battery back-up.



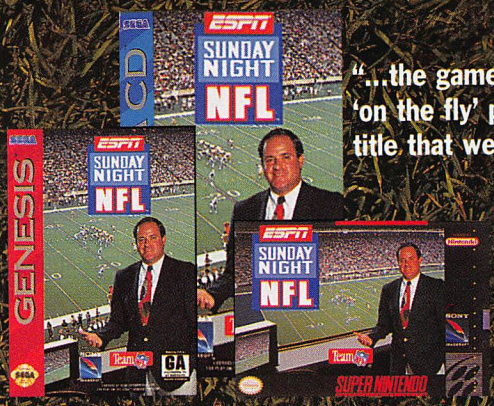
FULL CONTROL OF YOUR RECEIVERS AT THE RELEASE OF THE BALL LETS YOU RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS.

ESPN Sports Center



CAN YOU SAY F-U-M-B-L-E? CHRIS BERMAN CAN, AND WILL, LIVE FROM THE BOOTH, ON SEGA CD. THERE'S EVEN MORE BERMAN, PLUS OVER 10 MINUTES OF VIDEO HIGHLIGHTS.

So if you love passing windows, buy another game. If you love passing, buy ESPN Sunday Night NFL.



"...the game features the most intuitive 'on the fly' passing game of any football title that we've played to date."

-DieHard GameFan

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ESPN NATIONAL HOCKEY NIGHT

IF YOU THINK ALL HOCKEY SIMULATIONS ARE ALIKE, THIS ONE WILL GIVE YOU A NEW PERSPECTIVE.



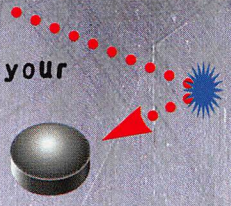
Topps® *Look for free Topps Premier Hockey Cards inside each package of ESPN National Hockey Night on Sega CD.*

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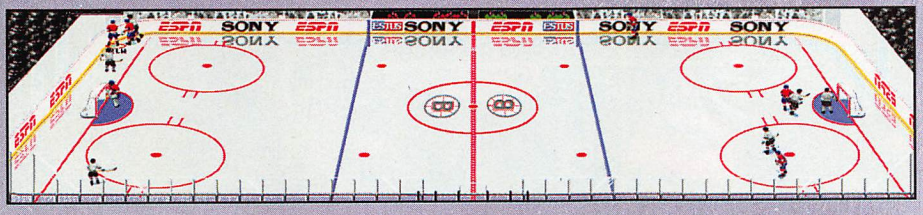
REAL HOCKEY PLAYERS WERE FILMED AND DIGITIZED INTO THE GAME. (OVER 10 MINUTES OF VIDEO HIGHLIGHTS ON SEGA CD.)

ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when your center gets checked into the boards, you can see it from the boards. And when your right wing floats a pass through the crease from behind the net, you can watch it from behind the net.



REALISTIC PUCK PHYSICS. THE PUCK FLIPS AND BOUNCES AROUND THE ICE LIKE THE REAL THING.

The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face. The slap shots, wrist shots, drop passes, and flip passes, all with the most realistic puck physics you've ever seen. Did you say hitting?



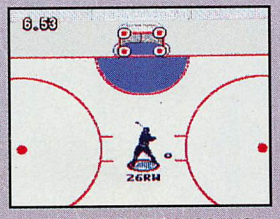
A BIGGER ICE SURFACE THAT ALLOWS BEHIND-THE-NET ACTION.

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is there in the booth every step of the way. So if your star goalie suddenly becomes a sieve in the Stanley Cup® Finals, Bill won't let you forget it. Check out ESPN National Hockey Night. It'll give you a whole new perspective on hockey.

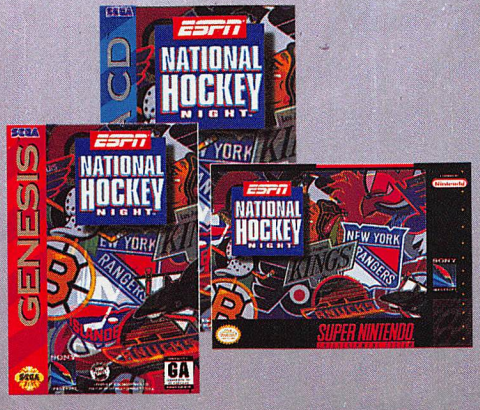
ALL 26 NHL® TEAMS



FULL 84 GAME SEASON, AND A BATTERY BACK-UP THAT SAVES YOUR TEAM'S RECORD.



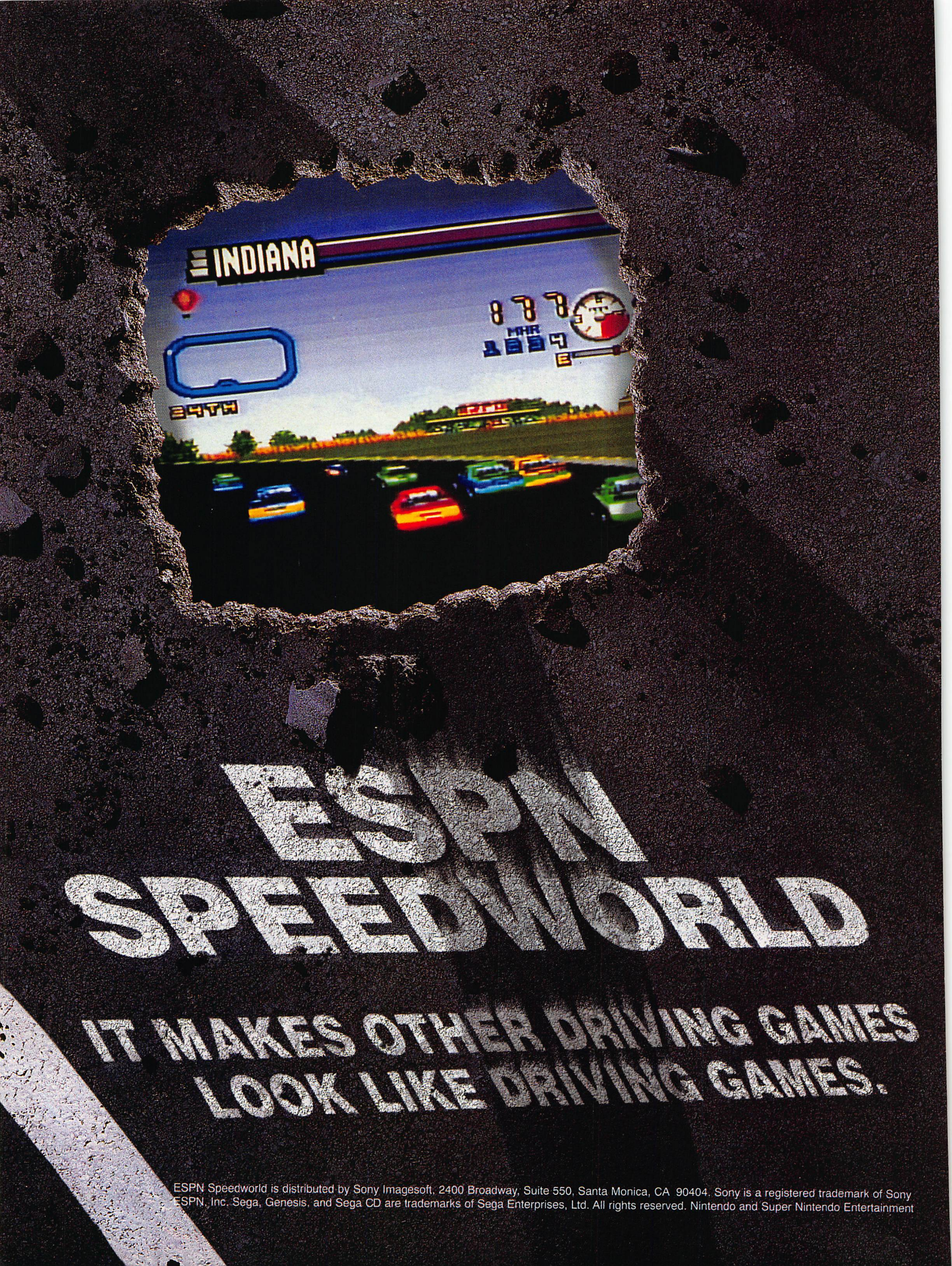
TEST YOUR SHARP SHOOTING AND SKATING ABILITY IN THE ALL-STAR SKILLS CHALLENGE.



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BUMP AND DRAFT YOUR WAY THROUGH 23 OTHER COMPUTER-CONTROLLED CARS.

Most driving games think it's fun racing against nobody, just circling the track and waving to the pit crew. With ESPN Speedworld, you're racing against 23 computer-controlled drivers who would like nothing more than to plow you into a wall. To win this race (or even finish it), you'll need to bump, slot, and draft your way around hairpins, straightaways, and 3-D banked turns. Choose your track, and customize your car for maximum performance–the tires, transmission, engine, and even the paint job (which won't look good for long). Once you're on the track, you'll have to monitor the tire wear, body damage and fuel consumption. And with the interactive pit crew, you can win or lose a race while changing a tire. The battery back-up saves your stats and winnings through an entire season. And don't forget, ESPN's Dr. Jerry Punch will be there for every race, so if you choke on the final lap, he's going to let you know it. Pick up ESPN Speedworld and start racing against the pros. Not against yourself.



CHOOSE FROM SUPER SPEEDWAYS, SHORT TRACKS, AND ROAD COURSES.



CUSTOMIZE YOUR CAR– THE TIRES, THE ENGINE, THE TRANSMISSION, EVEN THE PAINT JOB.



EARN WINNINGS AND USE THEM TO MAKE YOUR CAR FASTER AND MEANER.



GET ADVICE FROM THE EXPERT HIMSELF, ESPN'S DR. JERRY PUNCH.



SPLIT SCREEN RACING LETS YOU KEEP AN EYE ON YOUR BUDDY EVEN WHEN HE'S NOT ON THE SAME LAP.



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FIFA SOCCER '95

GENESIS
EA SPORTS
4 PLAYER
16 MEG
NOVEMBER

Welcome to another addition of "And the hits keep coming." This month, the latest, greatest hit is FIFA Soccer '95 for the Sega Genesis by EA Sports. If you've been keeping up with GameFan Sports cover the last few months, you have seen and read numerous reviews of soccer titles-most of which we were less than impressed with. Fortunately, the gray cloud of mediocre soccer games has past and the golden light that shines down has delivered unto us near football perfection. Hallelujah!

A lot of things can change in a person's life over the course of a year of so. You might get married, might change jobs, drive a different car, gain fifty pounds, all sorts of things can happen. But, for the most part, you're still the same person. Still 6'4", still eat and sleep, still hope the Packers will make the playoffs. Well, you can take this same perspective and apply it to FIFA '95. It's still soccer-but boy has it changed!

Graphically, the new edition of FIFA really stands out against its predecessor. The field is cut into patches now, and the grass is a richer, deeper green. The stands also seem to have been filled with people interested in wearing your home colors and waving flags of the team colors. As far as play options are concerned, this is the one time where it would be more prudent to just direct you all to your manuals-there's just a truck load of choices. I'll try and hit some of the highlights, though would you believe there are NINE different leagues to choose from? You would? OK then, how about each league consisting of 18-25 different teams? I didn't think so. Stop and think here for a moment -that's well over 200 different clubs, all with their own lineups and attributes. It is almost mind numbing! Due to my many years of watching "Soccer Made in Germany" every Saturday afternoon, I find myself now playing as Frankfurt in the German league. What a blast to be able to compete against teams like Stutgart & Hamburg. If only my team had Klaus Alloffs, it would be too real! Anyway, all the other options are, for the most part, of the standard soccer fare.



Gameplay is not something you want too many options on, however. You just want it to be a blast. Say no more, because the total feel and overall gameplay is where I was most impressed with FIFA '95. I had a few minor annoyances with the original, as far as ball control was concerned, but any reservations I may have had can now be put to rest. This game is just about perfect!

Play FIFA '95 for just one half and you'll notice immediately how much easier it is to pass (accurately) and keep your dribble. This isn't to say that the computer will let you drive the length of the field, but you will be able to get through a few opponents before they steal the ball. What you will also notice is that there aren't as many corner kicks as in the original. The goalies just don't knock it over the net anymore, they generally hold onto it or punch the ball to either far side of the net, thus keeping it in play and allowing the fullbacks to kick it up to mid-field. This feature alone makes for a much quicker game. The players are also much more animated, as they now trap the ball off of their chests, and get way up in the air to head the ball. You also now have greater control of the player going up for a header





Here's a question for you. What impression did most Americans leave recently completed World Cup with? Well of course, it was the guy who screamed "GGGOOOAAALLLL". Electronic Arts was right on top of this phenomenon because now, when your team scores a goal, you can press the "A" button and hear that guy's "goal". The trick part is that the longer you hold down the button, the longer her carries it out! You can also press "B" for horns and whistles, and "C" button for fireworks! This little accomplishment was a pleasant surprise, making a terrific game just a little bit more entertaining.

It's rare indeed that a game that you thought was nearly flawless can be reworked to be so much more enjoyable. EA Sports has done it twice in a row; first with NHL '95 and now with FIFA '95. Congratulations are in order to all involved . - Dr. E













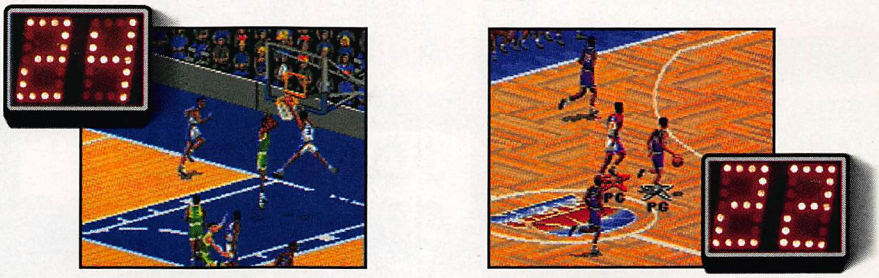




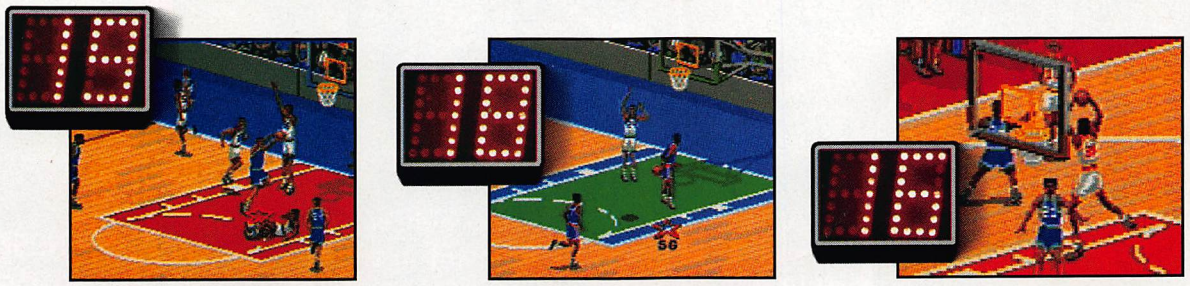
It's rare indeed that a game that you thought was nearly flawless can be reworked to be so much more enjoyable. EA Sports has done it twice in a row...

98%

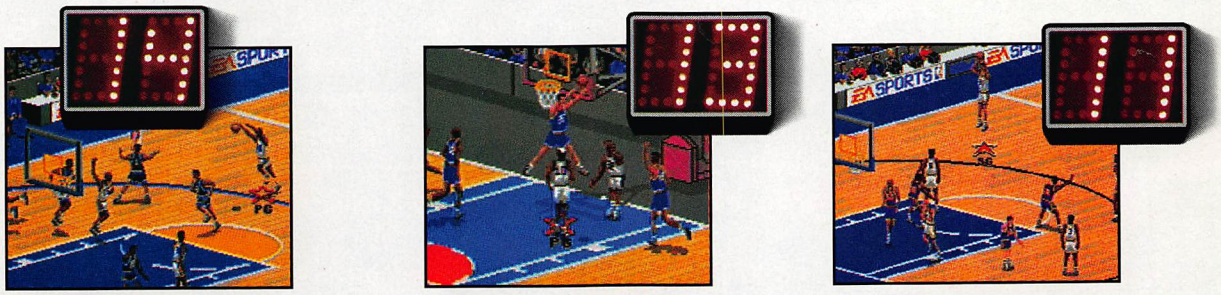
SPEND THE REST OF YOUR LIFE 24 SECONDS AT A TIME.



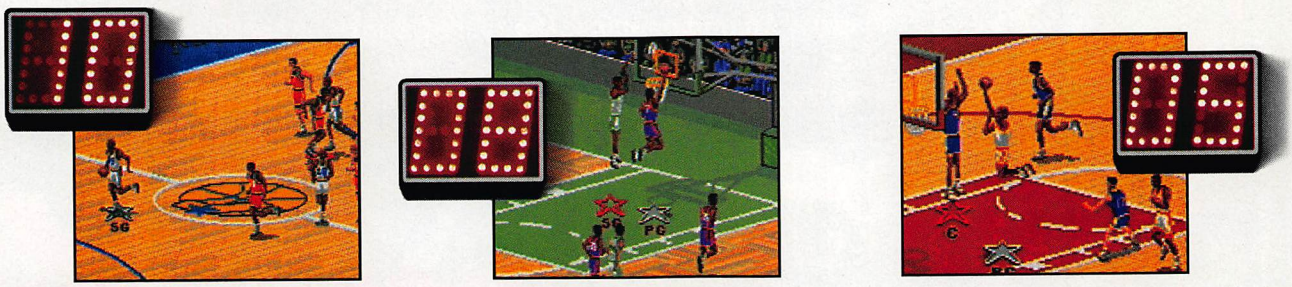
NBA® LIVE'95. IT'S FAST. IT'S ALL NEW. IT'S FASTER.



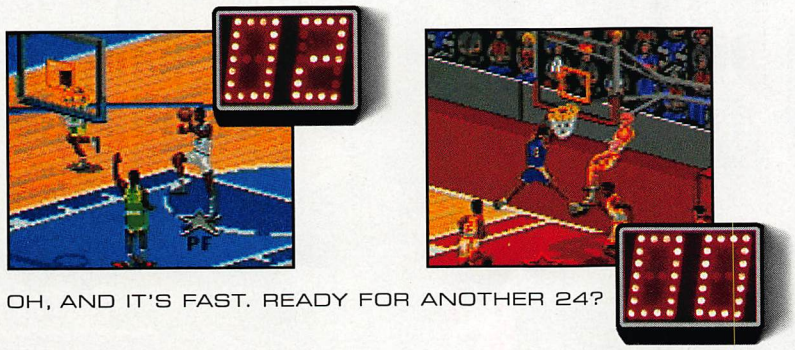
IT'S PASSIN'. BEHIND-THE-BACK. THAT'S FAST. ON THE RUN. THAT'S FASTER. DUNKS.



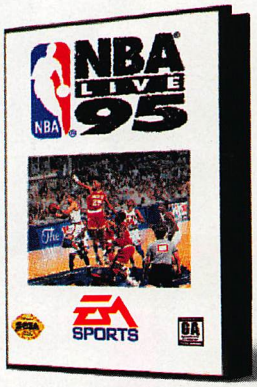
THEY'RE FAST. ALLEY-OOPS. THEY'RE FASTER. LAY UPS. THREE-POINTERS. BACKIN' IN.



ALL FAST. FAST BREAKS. LIGHTNING FAST. IT ROLLS. IT ROCKS. IT PICKS. IT BLOCKS.



OH, AND IT'S FAST. READY FOR ANOTHER 24?

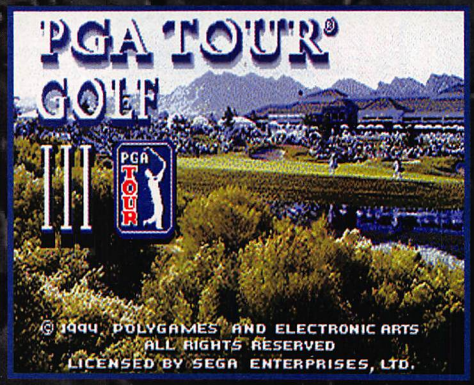


SPORTS
It's in the game.™

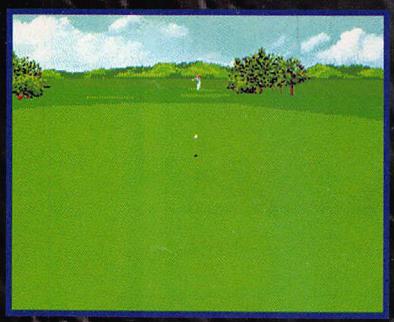
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PGA TOUR GOLF 3







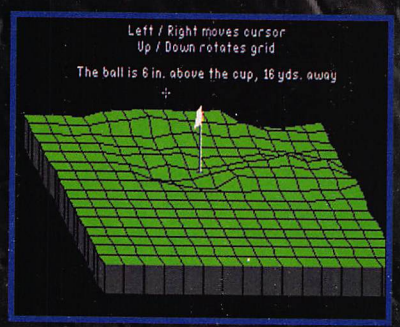


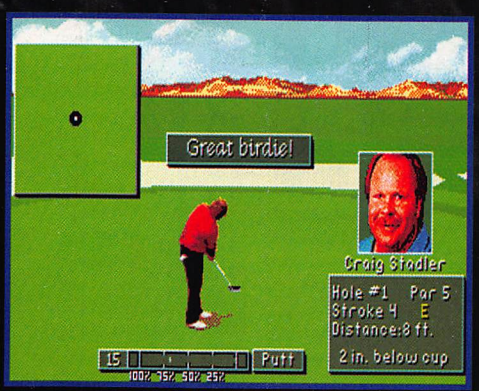
GENESIS
EA SPORTS
4 PLAYER
16 MEG
DECEMBER

EA Sports takes Genesis golf to another level with their latest installment in the PGA series; PGA Tour Golf 3. What this game offers more of is, in a word, "realism". PGA Tour 3 gives the player the option of competing against PGA Tour professionals AND to play with them! That's right, in addition to being able to play in tournaments and Skin matches, winning prize money and compiling lofty statistics along the way, you can compete with (in your foursome) any of 10 digitized PGA pro's; including Tom Kite, Fuzzy Zoeller and Craig Stadler.

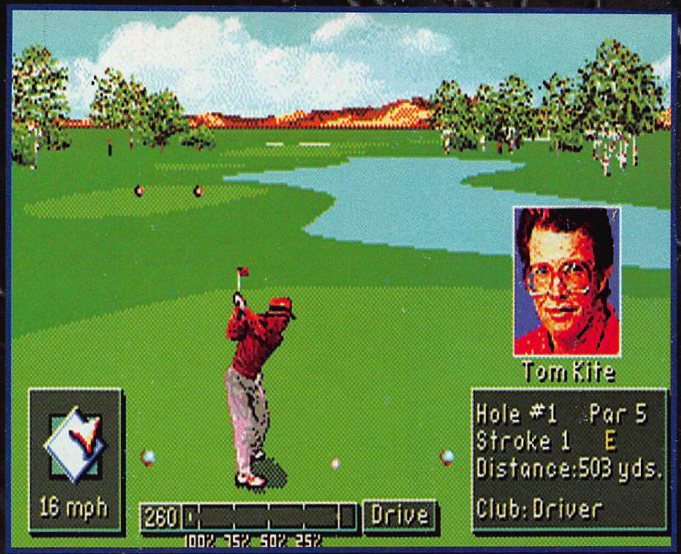


The 10 pro's (in addition to your alter ego) have been digitized and look very realistic as they (you) compete over 8 different courses, including Sawgrass and Avenel, that host a number of different Tournament Players' Championships. The real strength of the PGA series has always been in the gameplay area. There have been other golf games that have graphically captured the game better on the Genesis, but none that









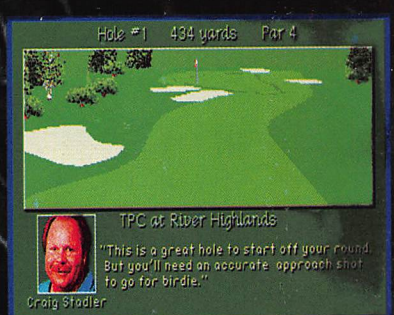








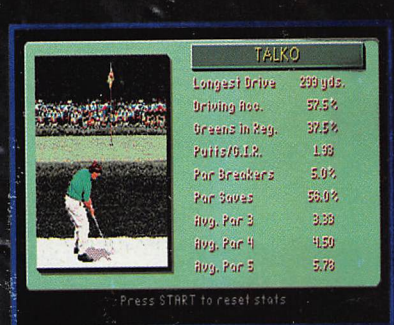
have touched the depth of gameplay or the true PGA experience. PGA Tour 3 takes all of the strengths of the previous games and takes advantage of the fact that this game is based on EA Sports' new PC game, PGA Tour 486, that is set to redefine golfing on the PC (Links 386 can't even hold a candle!). By squeezing down some of the advanced graphics and great sound of the PC game, EA Sports has been able to up the level of realism on the Genesis. Not that they have created a graphic masterpiece that is going to make you forget all previous games, but it is a nice improvement over the first three games.

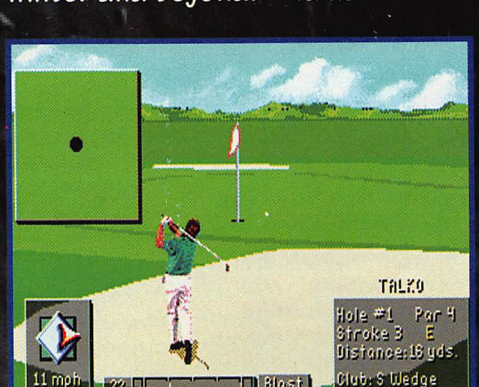


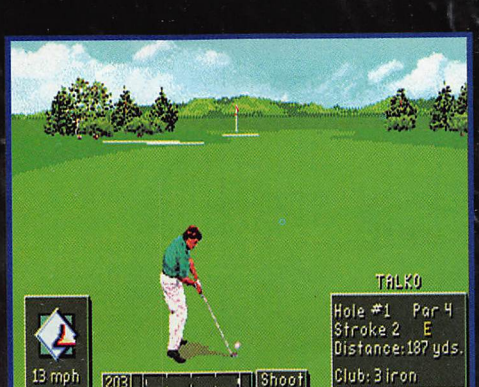
Gameplay-wise, PGA Tour 3 also offers some nice improvements with more realistic ball flight, the addition of an arc meter to help you control backspin, and even more realistic putting. Scores below par are even harder to come by, and the eight included courses will require that you use overdrive from the tee on some of those long par 4's and 5's, and that you lay-up and use all of your specialty shots around the green. There's also good news for all of you hackers out there who had a hard time making the cut in the previous games. In PGA 3, they don't cut you round to round, but wait until the end of the second round before sending you packing. Tournaments are even tougher to win and the statistical tracking is even more extensive.



I have always enjoyed the PGA Series and PGA Tour Golf 3 is no exception. In the current world of 16-bit sports video games, where one-ups-man-ship is the name of the game, PGA 3 now stands alone as the best Genesis golf game. PGA Tour 3 brings out the subtleties of the real game like no other and is a "must-have" for all sports fans this Christmas. With improved graphics and outstanding gameplay, PGA Tour Golf 3 will keep golf fans off the links and in their living rooms this winter and beyond. - Talko





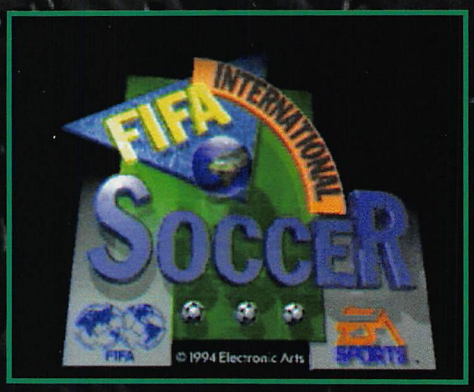


In the current world of 16-bit sports video games, where one-ups-man-ship is the name of the game, PGA 3 now stands alone as the best Genesis golf game.

92%

FIFA SOCCER









3DO
EA SPORTS
6 PLAYER
CD-ROM
NOVEMBER

FIFA International Soccer for 3DO is, without a doubt, one of the most breathtaking games I have ever played. The fact that this game went from the proverbial twinkle in the eye to a finished product of this caliber in just 8 months is even more remarkable. And the folks at EA Sports and Extended Play Productions are particularly proud of this one...let us show you why.



What FIFA 3DO does is, simply put, take the incredible gameplay of the Sega and Nintendo versions of the game and combine that with 3D visuals that are, at this point in time, only achievable on Panasonic's machine. The game allows for the player to compete as any of 49 different international teams in Exhibition, Tournament, League and Championship play, saved to RAM, and allows the player to customize the level of difficulty and realism by giving you the option to turn "offside" and fouls on or off, control the weather, and by offering different turf conditions. FIFA 3DO also makes use of two great new features that are making their video game premiere.





















First is the camera system employed by the game. There are seven different camera views that can be set by the user, and each of them offers a unique view of the action-and can effect how you play the game. This is absolutely the coolest feature-you'll find yourself tinkering with it as you make your way through Tournament and League play, and it will keep the game fresh long after you've beaten-back everything the Spaniards, Brit's or French can throw at you.

Second is the fact that you can play FIFA 3DO with 6 players simultaneously. That's a lot of those big ol' controllers to hook together! But, if you do, a great time is guaranteed for all!

In addition, the game allows you to establish your offensive/defensive strategies, and change them at any time during play. Also, FIFA 3DO allows for lob passes, give and go, speed bursts, pushes and elbow shots, in addition to bicycle kicks, headers and volleys.

I could go on and on about the features inherent to FIFA 3DO, but, let's face it, what really puts this game over the top and into the "must buy" category for 3DO owners is the TV style presentation. The 3D graphics scale in and out, rotate 360 degrees, track the ball, pan the stadium and virtually zoom into your living room. The sound FX are equally impressive, with music, crowd chanting, moaning and groaning that IS real. The menu system is equally gorgeous and there is a subtle simplicity to the whole package that enhances the game environment without detracting from the depth of the gameplay.

FIFA International Soccer 3DO has made me a soccer fan (at least in the video game sense) and this is no small feat, I can assure you. For soccer fans and 3DO owners, you will have died and gone to Heaven when you get your hands on this game. The gameplay that has made the FIFA series an incredible success in the 16-bit world has made the translation intact and Extended Play Productions has harnessed all of the graphic power of the 3DO to produce the most incredible soccer game ever made. - Talko





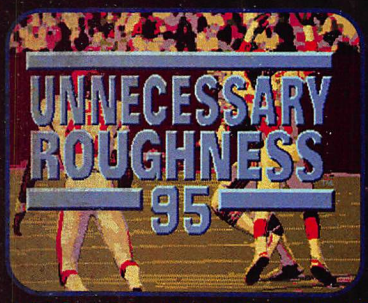


Extended Play Productions has harnessed all of the graphic power of the 3DO to produce the most incredible soccer game ever made.

98%

GAMEFAN SPORTS COMING ATTRACTIONS

This month, we profile two new entries into the crowded football field, Sony's new hockey game for Sega CD and a VERY promising Indy simulation from Acclaim for the Super Nintendo. Unnecessary Roughness looks just that...rough, but the football and hockey games look pretty decent at this stage of the game...we'll keep you posted!







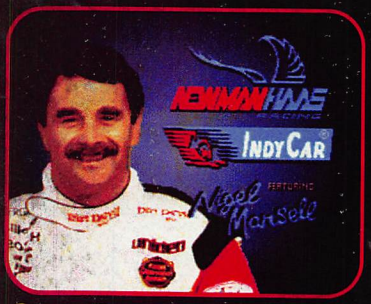


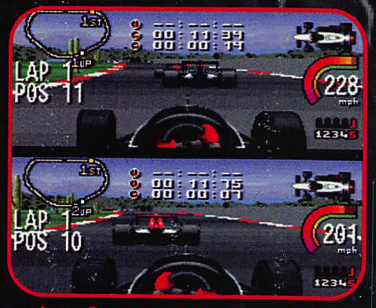
ACCOLADE - UNNECESSARY ROUGHNESS '95 - GENESIS



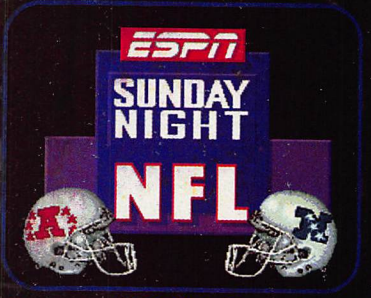








GameFan Sports Hot Prospect! Acclaim's Indy Car Featuring Nigel Mansell for the Super Nintendo!

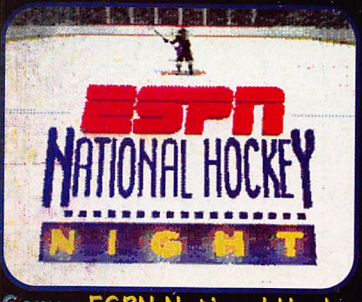






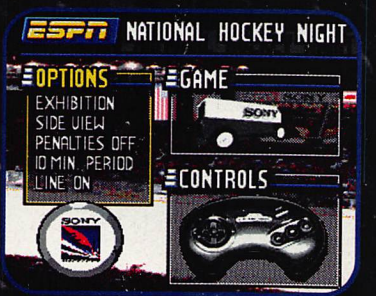


Sony - ESPN Sunday Night NFL - Sega CD









Sony - ESPN National Hockey Night - Sega CD

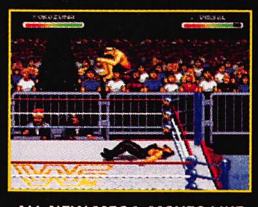








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Acclaim® entertainment inc.

SPECIAL K's

JAPAN NOW!



JAPAN NOW! SATURN SPECIAL

November 22nd, 1994, will usher in a new era of videogaming in Japan. Why? It's the day the Sega Saturn will be released! Unfortunately, at the time we went to press we hadn't recieved our Saturns yet, but expect full reviews of the first titles next month like Virtua Fighter, Gale Racer, Shinsetsu Yumemiyakata no Monogatari (Mansion of Hidden Souls II) and Clockwork Knight.

Panasonic announced a cheaper version of their 3DO system at Japan's

JVC is releasing a fully compatible Saturn system known as the V•Saturn. Since JVC is developing this system in conjunction with Sega, it will retain the same shape but will be a smoky gray color with purple trim. The V•Saturn will be available on November 22nd.



SEGA SATURN

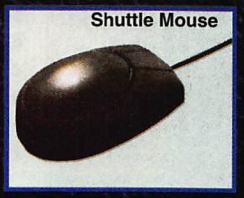


V•SATURN

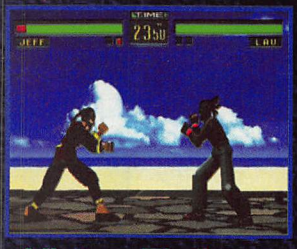




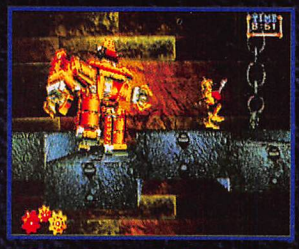




SATURN OPTIONS



Virtua Fighter



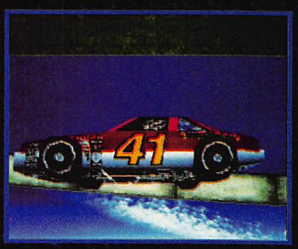
Clockwork Knight



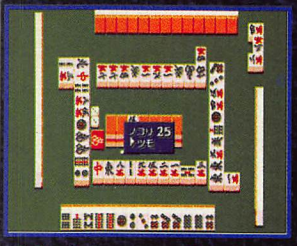
GOTHA



Grand Racer



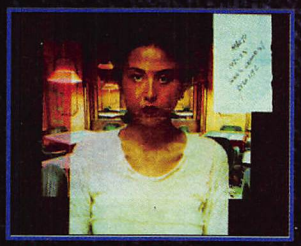
Daytona USA



Mahjong Goku



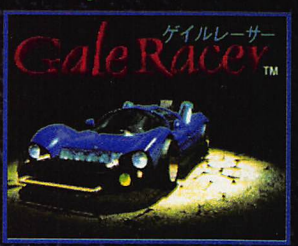
TAMA



WanChai Connection



Mansion of Hidden Souls II



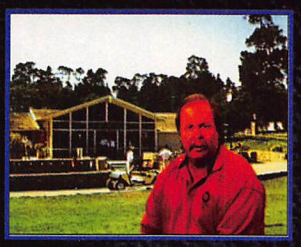
Gale Racer



Myst



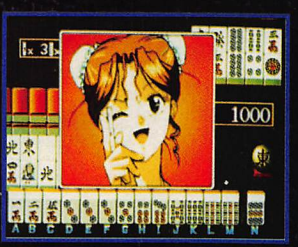
Shin•Shinobi-Den



Pebble Beach Golf Links



Race Drivin'



Super Real Majong PV



Shanghai IV



Panzer Dragoon



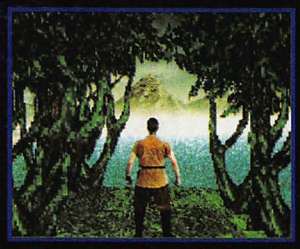
RAMPO



Victory Goal



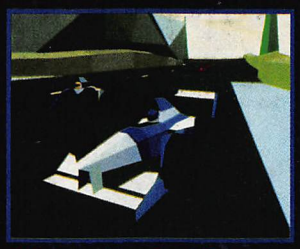
11th Hour



Neo Hydlide



Ryglord Saga



Virtua Racing Saturn



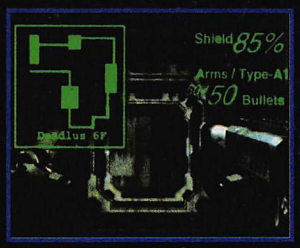
Magic Knight Rayearth



Greatest Nine



Van Battle



Daedalus



Metal Fighter Miku



Blue Seed



Anthares Wing Arms

Sega Saturn Release Dates (Japan)

November 22nd
- Virtua Fighter - FTG
- WanChai Connection - AVG
- TAMA - PUZ
- Mahjong Goku - ETC

December 2nd
- Mansion of Hidden Souls II - AVG
- Gale Racer - DRV

December 9th
- Clockwork Knight - ACT
- GOTHA - STR

Sometime in '94
- MYST - AVG
- Daytona USA - DRV
- Shin•Shinobi-Den - ACT
- Pebble Beach Golf Links - SPT
- Stadora - ?
- Race Drivin' - DRV
- Super-Real Mahjong PV - ETC

March '95
- The 7th Guest II: 11th Hour - AVG
- Shanghai IV: The Great Wall - ETC
- Game no Tatsujin - ETC
- Pachinko Collection - ETC

Sometime in '95
- Panzer Dragoon - SHT
- RAMPO - AVG
- Victory Goal - SPT
- Neo Hydlide - RPG
- Ryglord Saga - RPG
- Virtua Fighter 2 - FTG
- Van Battle - FTG
- Greatest Nine - SPT
- Masters Golf - SPT
- Daedalus - SHT
- Virtual Hang-On - DRV
- Starcade - ETC
- Dynamic Fantasy - RPG
- Blue Seed - RPG
- Magic Knight Rayearth - RPG
- Saturn Basketball - SPT
- Virtua Tennis - SPT
- Saturn Ice Hockey - SPT
- Doom 2: Hell on Earth - ACT
- Tomcat Alley Saturn - FMV
- Grand Racer - DRV
- Sim City 2000 - STR
- Ecco the Dolphin Saturn - ACT
- Phantasy Earth - RPG
- Side Pocket - ETC
- Luxor Casino - ETC
- Pinball Arena - ETC
- Anthares Wing Arms - SHT
- BUG! - ACT
- Virtua Racing Saturn - DRV
- Romance of the Three Kingdoms IV - STR
- Let's Take the A-Train IV - STR
- Derby Stallion - ETC
- Shogi Saturn - ETC
- Igo Saturn - ETC
- DD - ETC
- Musashi Mahjong - ETC
- Pretty Fighter X - FTG
- Mahjong - ETC
- Assault Suit Leynos II (Target Earth II) - ACT
- Keio Flying Squadron - SHT
- 4-D Boxing - SPT
- Metal Fighter Miku - AVG
- Blazing Tornado - SPT
- US Drag Champ - DRV
- Super 301-SQ - DRV
- VR Mahjong - ETC
- Musashi - SHT
- 3D Car Race - DRV
- 3-D Pinball - ETC
- Quo Vadis - ?
- Hyper Derby - ETC
- Hard Core - ?
- Pro Mahjong "Goku" - ETC
- Rayman - ACT
- Alone in the Dark II - AVG

Virtua Fighter 2

Here are a few more shots of the arcade Virtua Fighter 2. Luckily, Sega has announced that they're transporting VF2 to the Saturn! If you thought VF1 on the Saturn looked awesome, imagine how 2 will look after the programmers have had a year to "get to know" the system! If you compare the first MegaDrive games to what's coming out now, you'll see what I mean. Just imagine... in a year's time you'll be playing this at HOME!



















Electronics Show '94. This scaled-down top loading 3DO is missing a few options, like the headphone jack and the ability to add on the Video CD adaptor. Also, the controller is smaller, designed for children. Panasonic also announced several new 3DO peripherals, like the aforementioned Video CD adaptor, a 3DO mouse, the 6-button Soldier Pad and Stick, and a Neo•Geo-like memory card unit. Panasonic is also developing a Karaoke Mixer.



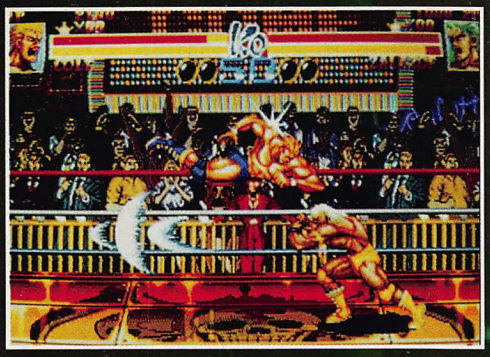
On September 9th, SNK lauched their long-awaited front-loading Neo•Geo CD. Believe it or not, the first 25,000 Neo•Geo CD's sold out in a single day, and now SNK is releasing a top-loading version of the system on November 2nd. As a note to those of you who bought the front-loading model, you have a hot collelctor's item - there are only 25,000 of them in existence! The only difference between the two systems is that the new, mass-marketed model is top-loading, smaller, and the controller is more colorful. SNK also announced the fact that they will NOT be licensing any more of their Neo games to home systems after King of Fighters '94. That's right... to play games like Fatal Fury 3, Art of Fighting 3 and Samurai Shodown 2 you'll need a Neo•Geo CD or a regular Neo!

ゲームで面白コミュニケーション

CSG Consumer Soft Group

32nd AMUSEMENT MACHINE SHOW





Super Saturday Night Slam Masters • Capcom

Welcome to the 32nd Annual Amusement Machine Show! In the next four pages, I'll be taking you to two of Japan's biggest videogame trade events - the aforementioned AM Show and the 15th Annual Consumer Soft Group Show. Covered on the two pages you see here are games that'll be in Japanese arcades as you read this or soon after, but keep in mind that some of these games probably won't be released in this country. Enough formalities... let's begin! First of all, the biggest arcade news in Japan is Namco's 6-screen, 3-D, fully texture-mapped multi-player arcade shooter Attack of the Zolgear. If you liked Starblade... watch out! Another huge title is Super Saturday Night Slam Masters, featuring four new characters and plenty of new moves. Also big news is a game that we probably won't be seeing here, Banpresto's Dragon Ball Z Super Battle 2. This game features lots of new characters like Cell, No.17, No.18, Super Saiyan





Dragon Ball Z Super Battle 2 • Banpresto





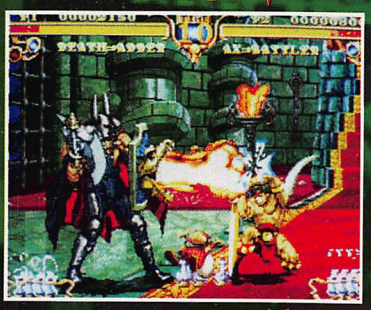
Golden Axe: The Duel • Sega





Power Instinct 2 • Atlus





Attack of the Zolgear • Namco



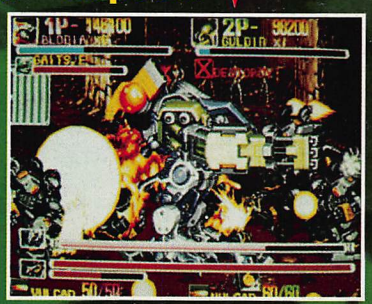


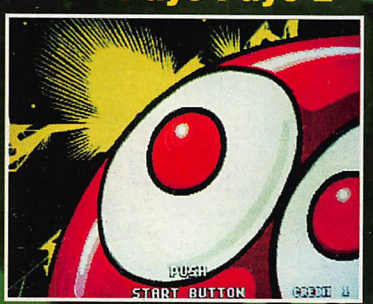
Powered Gear • Capcom

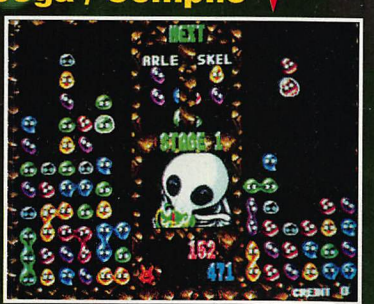


Puyo Puyo 2 • Sega / Compile











Ace Driver • Namco





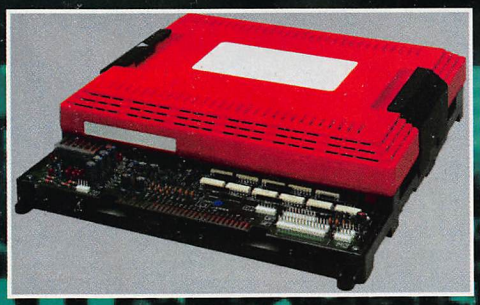
Sailor Moon S • Banpresto



Gunbird • Psikyo

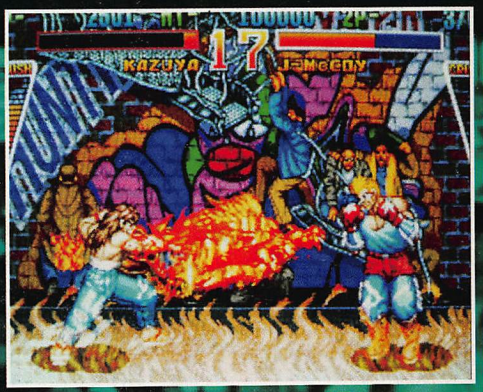
Trunks and Vegeta, and even Mr. Satan. Other big games featured at the AM show were Power Instinct 2, a title you should be seeing very soon in arcades, Ace Driver, Namco's new Ridge Racer sequel, and the follow-up to my favorite puzzler, Puyo Puyo 2. There were, of course, many more titles featured that we just didn't have enough space to show. Some of the best of 'em were Gunbird by Psikyo, Sailor Moon S by Banpresto, Capcom's amazing new Aliens vs. Predator-style Powered Gear and Sega's long-awaited Golden Axe sequel. Now, on to Neo•Geo! - *Nick Rox*

Taito's F3 Arcade System



As reported in last month's Other Stuff, Taito is releasing a new modular arcade system, similar to the Neo•Geo, into the arcade and later the home. This system will be a boon for both arcadegoers and operators, as the basic hardware is included in a one-time only main board purchase, and the game cartridges for the system are up to FIVE times cheaper than the average arcade game. The best thing about the F3, however, is that they perform just as well! The heart of this system is a 32-Bit CPU, and it features a 16-Bit processor devoted entirely to sound. The first four games for the F3 "Cybercore" are Kaiser Knuckle, Bubble Symphony, (Bubble Bobble 4!) Hat Trick Hero '95, and the much-anticipated Darius Gaiden. Each game features incredible effects, like completely 3-D backgrounds, amazing polygon bosses, and superb digitized sound. Look for the F3 in American arcades soon!





Kaiser Knuckle



Hat Trick Hero '95



Bubble Symphony





Darius Gaiden

ゲームで面白コミュニケーション
CSG Consumer Soft Group

32nd AMUSEMENT MACHINE SHOW

Welcome to the AM show Neo highlights! The biggest Neo news was Shin•Samurai Spirits, known in America, of course, as Samurai Shodown 2. This title has four new Samurai - Cham Cham, Neinhart Sieger, Caffeine Nicotine (I swear), and Kibagami Genjuro. Cham Cham is a wild chick from Green Hell, Sieger is a knight with a massive mechanical arm from Germany, Nicotine is a miniature monk from Japan and Genjuro is Haohmaru's two-sworded rival. Other big news in Japan is the Neo•Geo CD Model 2 - for more info, see Special K's Japan Now!

With the advent of the mass-marketed Neo•CD, lots of major developers are signing on to program games for SNK's super system, like Sunsoft, Tecmo, and Data East. Some of the Neo games you'll be seeing in the arcades soon are pictured below. Unfortunately, most are fighting games, but there are two notable exceptions: SNK's Operation Ragnarok (Which will be renamed Zed Blade for US release... why?) and Data East's Dunk Dream (To be renamed as well.) Ragnarok is a SHOOTER! Isn't that just... startling? Yup, it's a shooter and it's 110 Megs, with three different planes and rockin' special effects, powerups, etc.. etc.. thank God! Dream is a B-Ball title in which SF2-style controller motions produce insane SSF2T-style shadowed dunks. I guess Data East felt they had to stick near the fighting games on this one! Now to conclude our tour with my favorite genre, RPG's... - *Nick Rox*









Shin•Samurai Spirits • SNK





Double Dragon • Tecmo



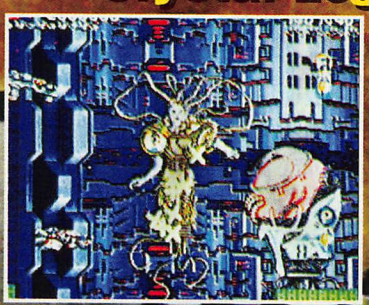


Crystal Legacy • Visco



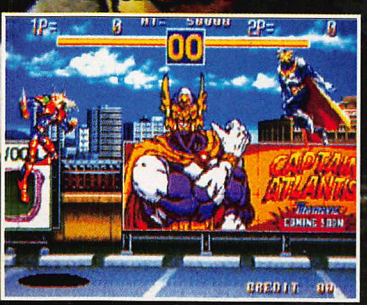


Dunk Dream • Data East





Operation Ragnarok • SNK





Go-Kaiser • Tecmo





Galaxy Fight • Sunsoft

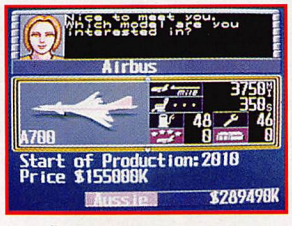
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PURCHASE STATE-OF-THE-ART SUPERSONIC AIRCRAFT

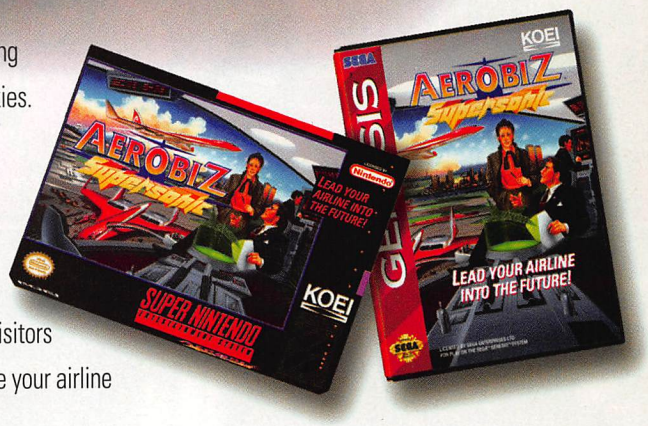


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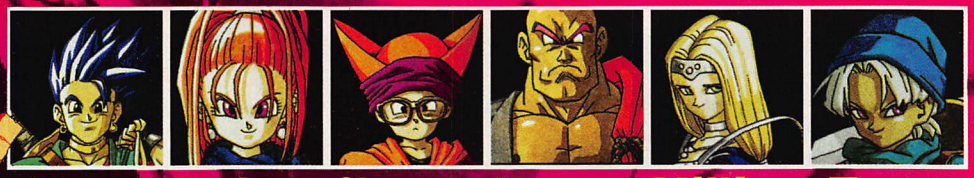
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Sega Genesis title pictured above not yet rated.

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RPG Highlights

DRAGON QUEST VI



Hero Barbara Chamoro Hassan Millieu Terry

Next year, a 32-Meg treat is coming to your Super Famicom from Enix... Dragon Quest VI: The Illusionary Earth. Three years in the making, DQVI is the final game in the Tenkuh, or Celestial series. There's no information on storyline, but rest assured the incredible team of Akira Toriyama, Koichi Sugiyama and Yuji Hori, plus program team Heartbeat (replacing Chun Soft, now a successful development house themselves) will cook up RPG of the year '95.











CHRONO TRIGGER



Chrono Aera Malle Luca Kaeru Robo

My idea of the perfect RPG would be a melding of Final Fantasy and Dragon Quest... and it's happening! Well, sort of. Akira Toriyama, the Dragon Quest character designer and author of Dragonball, Yuji Hori, the scenario writer for Dragon Quest and Hironobu Sakaguchi, the Final Fantasy series producer, are teaming up for Chrono Trigger, Square's blistering Super Famicom 32-Meg RPG due out next year.









Breath of Fire II



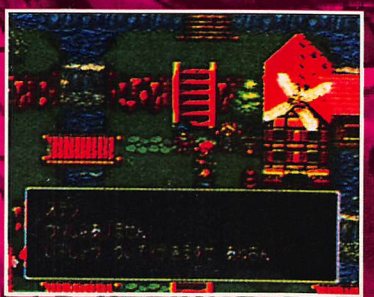
Ryu Nina Bosch Tapetta Lynpoo Aspar Stayne Rhando

Join the hero of the White Dragon Family, Ryu, and the princess of Winlan, Nina, once again! Breath of Fire II takes place about one year after the first adventure. As with most Japanese RPG's, the story won't be released until very soon before the release date, but this 24-Meg, SFC Capcom monster will be available in Japan in mid-December! - *Nick Rox*









What Would You Give To Know Who You Are?

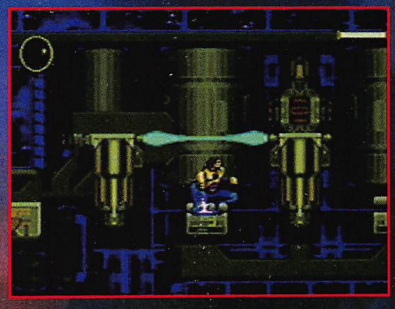
A quest through a ravaged, perilous world.
A strategy adventure enfolded in a riddle.
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- Strategy...combat...adventure... and a search for the truth.
- Multiple intricate levels, spread across 6 sectors of a perilous, mysterious world.
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- Mysterious sci-fi storyline, with a final twist that will blow your mind.
- Atmospheric, New Age soundtrack.
- 3 levels of difficulty.
- Created by members of the team that developed Sega's comics-based hit X-Men™.

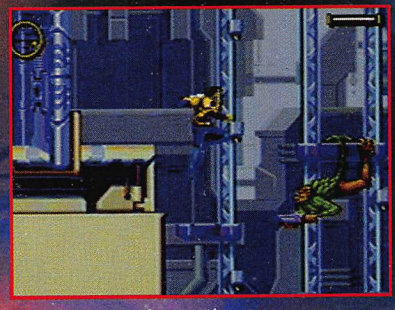




Moves and powers you've never had before—only with experience will you truly master them.



Generations Lost challenges your wits and your heart, as well as your reflexes.



The more you learn, the more dangerous you become to those who want to stop you.



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PANORAMA COTTON



MEGA DRIVE
SUCCESS 20MEG
AVAILABLE NOW JPN.
REVIEW

I can't think of another Genesis game, with the possible exceptions of Ristar and Gunstar, that has been as mind-bogglingly amazing as Panorama Cotton. The saddest thing, though, is that only 4,000 people will ever get to play it (a mere 4,000 copies were released in Japan) unless Sunsoft, or anyone, is smart enough to pick it up for US release. First of all, you should know that Mode 7 ain't got nothing on Cotton's programmers, Success. PC is completely three-dimensional, with never-pixellizing full 3-D on every side... and this title doesn't just scale forward, you're constantly moving up and down, turning corners, making steep drops and sharp rises. You can even change path in mid-flight, similar to a Darius game! This may seem like an amazing description, but it doesn't even come close to what the game is actually like. There's just no real way to describe this 20m cart... it must be experienced.





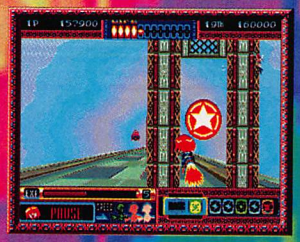








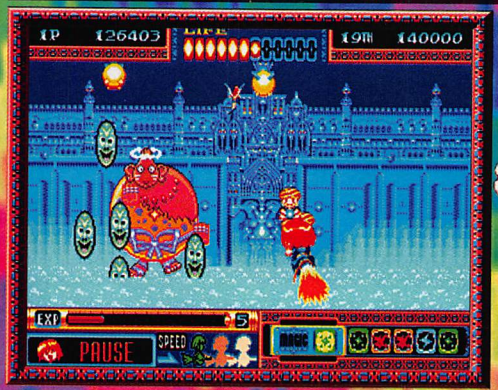
Cotton's story is pretty bizarre - the game revolves around this li'l witch chick named Cotton, who's on a mission to recover seven mystical candies called "Willows" that've been stolen from the fairy palace. Cotton is accompanied by a fairy warrior named Silk, who attacks enemies at random and acts as a sort of option. Cotton's ulterior motive, however, is the fact that she's not too concerned about retrieving the Willows for the fairies, but rather for herself... she wants to EAT them!



A game can have all the special effects in the world, but it all comes down to the gameplay, right? Well, if Cotton were a Game Boy game and retained it's control I'd give it a 90%. Yup, PC's control is near-perfect and the difficulty is dead-on. The game's attack system is ultra-comprehensive: *contd.*



















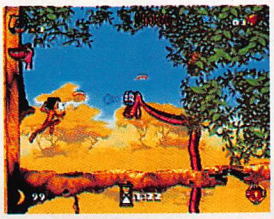
they've got claws
they've got venom
they've got teeth
you've got BANANAS?

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

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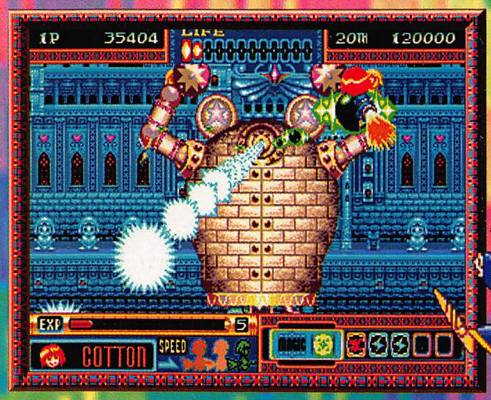


Virgin

Disney Software

*Number of levels and bonus rounds vary according to game system. Screenshots taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.





Your main weapon is a magical bullet that can be powered up only by defeating enemies and gaining experience, RPG style. Cotton also has three different types of magic - Lightning, Fire Dragon and Homing - and she can change her speed at will.

As for Cotton's artistic values, they're quite rockin'... the music's definitely some of the best to come along in a while, very cutesy, and the enemies and backgrounds are weird, colorful 'n' tacky - kinda like Dynamite Headdy's scenes - and there are enough psychedelic color-cycling tableaux in PC to make you



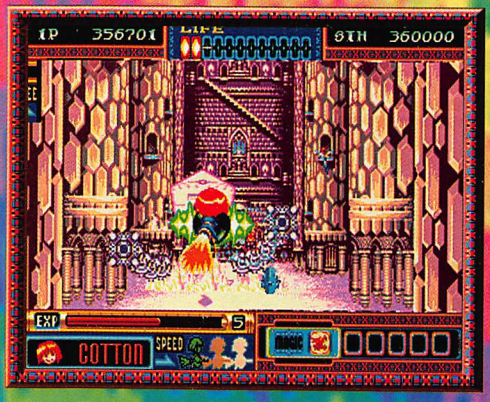


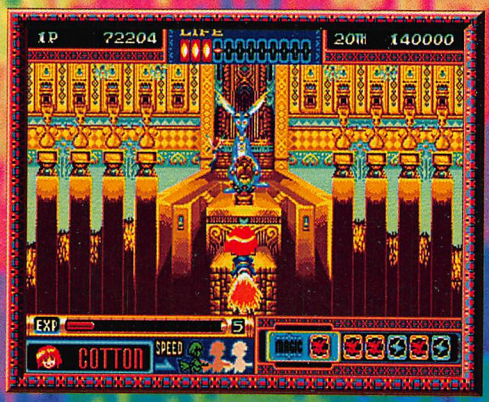


























check yourself into rehab. This cart's also chock full o' speech... it seems that Cotton has an ultra-winsome comment for everything.

What all this means is that I'd tell you to go out and buy Panorama Cotton right now, but I can't... the 4,000 copies released in Japan sold out immediately. (I have heard that Sunsoft will be re-issuing PC soon, however, so you may want to check import shops.) So instead, I'll send out a plea to all American game companies out there, most especially Sunsoft - please pick Cotton up! It's too rockin'! *-Nick Rox*





Roland Martin says, "Finally a great video game that challenges the real fisherman."

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Welcome to Other Stuff, lets get right to it!

IN SEGA NEWS:

Recently I had a chance to talk to my good friend at Sega. During this conversation he said that "the 32X is definitely not compatible with the Saturn." This statement might come as a surprise to many, but the truth is that Sega is basically abandoning compatibility with the 32X and Saturn. Even though we reported that Sega was considering an adapter last month, sorry guys - it ain't gonna happen. That's the latest, but as you know, things are never final in this industry until the last minute. But there is good news! First off, you all remember the Sonic game coming to the 32X in '95, right? Well, I've got lots of info on this new Sonic adventure! The name of the cartridge is **Sonic Chaotic**, and it'll be released in the first or second quarter of '95. SC features two old characters, Sonic and Tails, plus Sonic's evil twin, Red Sonic. The levels in SC are set up like Sonic CD, but much, much larger. I've also learned that the gameplay in the new Sonic cart is like Ren & Stimpy on the Genesis, so you'll be controlling two or more characters at once, instead of just one. That's about it on Sonic, but Sega does have some other cool stuff in the works as far as Saturn is concerned. First off, Saturn will be available in the US this May if there's enough software available when the machine is released, and if there isn't it'll be released in November or December of '95. The price will be between $300 to $400 dollars, with either Daytona or Virtua Fighter as the pack in. Also, do you remember the **virtual reality helmet** for the Genesis? Now it's being released for the Saturn for around $200 bucks, and not the Genesis as previously expected. No games have been announced, though. In other Sega news, a title for the Saturn is being developed that resembles no video game you've ever seen before. The name of this title is **'Bug!'** I was told that Bug!'s concept was 'Aladdin', but in complete and total 3-D. Bug will be shown first at the Summer CES next year and will be released in the third or fourth quarter of '95. Last, but not least, Sonic and Knuckles is also compatible with Sonic 1 and Sonic Spinball.

PLAY IT LOUD... IT'S NINTENDO TIME.

Before I get into the big "N" I want to tell you guys something that I recently heard from Williams. Inside sources have told me that Nintendo's upcoming **Ultra-64** might not come out in September as previously expected. Instead, Ultra 64 will most likely come out in either May or June of '95. The pack-in will be either Cruis'n USA or Killer Instinct which, when finished, will clock in at under 100-Meg Plus, when the Ultra-64 comes out it will retail for about $250, then in Christmas of '95 the price will drop to an amazing $199. In other Williams news, **Doom** has been announced for the Ultra-64. This version of Doom will feature completely new SGI graphics and a complete new story line. Sources at the Big "N" have told me that Doom on Ultra-64 will be a totally new version of the Doom series, and not Doom 1 or 2 as previously expected, but the first two games may be accessible via a special code. Other Ultra-64 games in development include Batman Forever, X-Men, Slam Masters 2, **Street Fighter 3**, Pocahontas (the new Disney movie for 95) Final Fantasy VIII, and a new version of the Star Wars trilogy. If any of you remember the announcement we made about the VR32 Bit portable for Nintendo, I recently heard that this new portable will be a **VR headset**, similar to the Sega VR device, with a controller that you hold in your hands. The CPU (Central Processing Unit) is an NEC-based CPU named the "V800" which runs at 21 MHz. This is the same CPU that was going to appear in the vaporware SNES CD. The VR32 will strap on your head, and games will be about the size of a GameBoy cart. The VR32 will not be compatible with the SNES as previously expected. The companies that I know are working on software for the VR32 are Square, Enix, Konami, Sunsoft, Capcom, and Hudson Soft of Japan. Hudson's first game will be a 3-D shooter like Super Star Soldier, but all in real time 3-D like Namco's Cyber Sled. Also, as mentioned in previous issues, the VR32 will be shown at next month's Japanese Nintendo show, the Shoshinkai, in November. Nintendo has also informed me that there will be 12 more SGI (ACM) based games for SNES in development for '95 and beyond.

A little late breaking announcement to all you gamers out there... **Mortal Kombat 3** is now going to be released in March of '95, and not April. This information came from JAX himself. He also said "that he will have over 10 different special moves" and to get ready for the goriest MK ever. I also heard that the 3DO price will be dropping to an incredible $249.99 bucks in November. The reason for this is that the **Bulldog** (that's the 64-Bit 3DO upgrade) will be coming out next September, and the 3DO company needs to sell as many units as possible to have a large installed user base. 3DO sources also have said that the new 3DO hardware will incorporate a new 64-Bit Power-PC chip. This chip will run at an amazing 80 MHz, and will be capable of displaying up to 240,000 polygons per second with real-time 3D graphics.

SONY!

There's not much news to report on the Sony PSX right now, as Sony continues there silence here in the States. The latest game info. is that Cyber-Sled is texture mapped (cool), and **Mickey Mania** is being ported over. Expect the same game with amazing visuals and audio. My guess is that Sony is waiting to see what Nintendo and Sega are going to do while Sega is waiting to see what Sony and Nintendo are going to do and so on. It's like a big stale mate. Who will strike first? Hopefully the Vegas CES will shed some light on the situation. All the new hardware is a major step forward. Much more so than 8 to 16-bit was. This stuff is fierce! I got it all on tape!

NEO GEO, STILL IN THE MIX!

I heard recently that the **Geo CD** will be announced at the upcoming CES (they have a huge booth!) and that there is an RPG in the works along with a couple other games exclusively for the home CD market! Hey, we've never counted the Neo-Geo out. This could vault them right back in to the fray. They've done it in the arcades, why not the home?

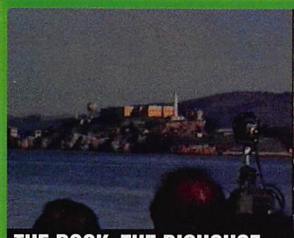
Just keeps gettin' better doesn't it! See ya, next issue!

While we've been gasin' on the awesome EWJ, Shiny has been behind closed doors planning the next one! Originally planned for 16-bit, there is now a chance EWJ will show up on the 32X! Everything that I can cross... is! EWJ CD is also on the way. The toon is in the works and Playmates is making the molds. Check out these amazing Jims... and dream!





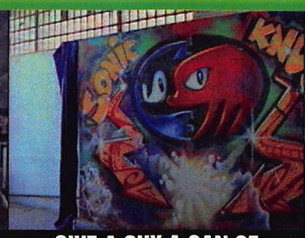
Dateline: Shadowloo, Southeast Asia, Allied nation's forces led by Colonel William F. Guile (Jean Claude Van Damme), must rescue 63 relief workers being held hostage by megalomaniac warlord, General M. Bison (Raul Julia) before the General's 72 hour deadline runs out. Recently at a cast party at Capcom, ace overseas correspondent, Kei Kuboki dropped in to put the moves on Chun Li (see above). Kei didn't come home with the babe, but he did manage to get these photos before she pummeled him.



THE ROCK, THE BIGHOUSE... ALCATRAZ!



HEY PAL, GOT ANY SATURN'S BACK THERE?



GIVE A GUY A CAN OF SPRAY PAINT...



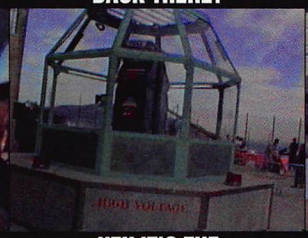
WHO ARE YOU PEOPLE?



WHY ARE WE IN JAIL? DOES THE GAME SUCK?



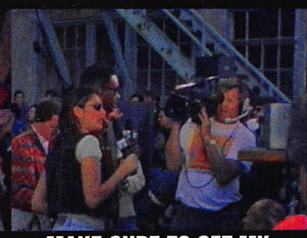
WITH THIS DEVICE, I'LL RULE THE WORLD!



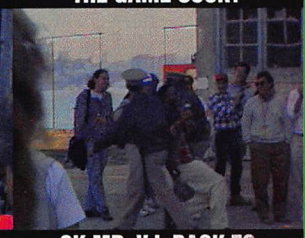
HEY IT'S THE POSTMEISTER'S HOUSE!



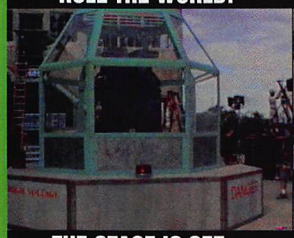
OH MY GOD, NOT RAP!



MAKE SURE TO GET MY GOOD SIDE, PEASANT!



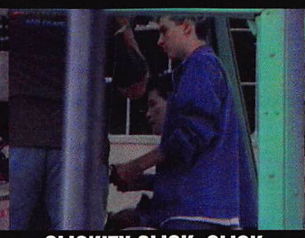
OK MR. VJ, BACK TO YOUR CELL!



THE STAGE IS SET...



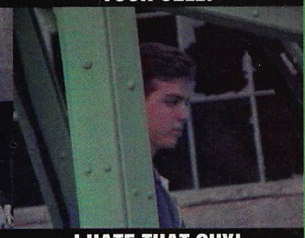
THEY BOUGHT IT, TURN ON THE GAS!



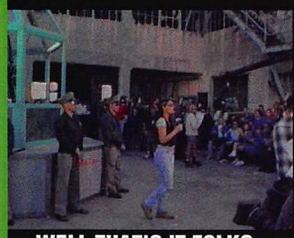
CLICKITY CLICK, CLICK, CLICKITY CLICK...



I WON, I WON! NOW GIVE ME MY CHECK!



I HATE THAT GUY!

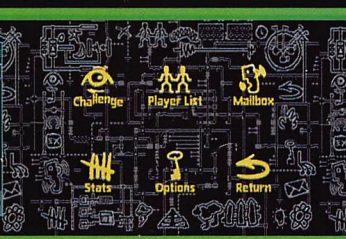


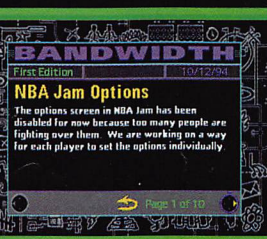
WELL THAT'S IT FOLKS, NOW SWIM HOME!

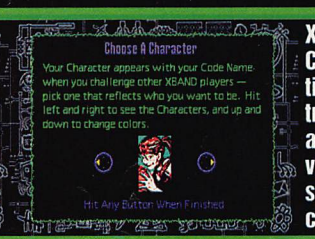
ALCATRAZ!

Recently, Sega held their big Sonic & Knuckles extravaganza at... ALCATRAZ! Players from all over showed up to see who could collect the most rings in the allotted amount of time and cash in on the whopping $25,000 grand prize. MTV's Daisy Fuentes and some other guy covered the event which will air on MTV throughout the month of November. Contestants were snatched out of their homes, flown to an unknown location and transported via a prison bus to the rock where a ferry (not a flying elf, a boat) carried them to their final destination.









XBand, from up and comer Catapult, looks to be a revolution for game players. This cartridge based on-line service will allow you to access the latest video game news, play games, save records and have a rather complete cyber-existence!



EUROPA!

BY_ THE RIPPER

First of all, it's great to be back chums. Swanning around in the Greek sunshine for three months was nice, but hey... I got bored. Well, actually that was a bit of a fib... I was hard at work digging up loads of stuff for you, and here it is!

The first thing I want to talk about is Atari. Do you know how many Euro developers are working on software for the 64-Bit machine? Developers in the UK include the following: Anco (World Cup Kick Off) Rebellion (AVP, Hammerhead and Legions of the Undead) Krisalis (Soccer Kid) Gremlin (Zool 2) Bullfrog (Theme Park and Syndicate) Elite (Powerslide) Virgin (Cannon Fodder and Dragon) Hand Made Games (Club Drive and Kasumi Ninja) Imagitec (Freelancer) Ocean (Er, that Ape Poo game got canned, so they're now working on Lobo) ATD (Texture-mapped Battlemorph) Microprose (Gunship 2000) Mirage (Rise of the Robots) Jeff Minter (Defender) and Tiertex (Flashback). In France, we have Loriciel (Tennis) UBI Soft (Rayman) Microids (Navy Commando and Evidence) and Retour 2048 (Indiana Jags). In Germany there seems to be just Eclipse (The quite cool Iron Soldier) but, as you can see, nearly all the cool stuff's coming from the UK!

Wanna know what Jeff Minter is working on? Only a potentially awesome Jag version of Defender! This could be the game of the decade for fans of the original (and let's face it, there are bleedin' millions of them).

Rebellion, the producers of the rather excellent AVP, have two new projects in the pipeline - Hammerhead and Legions of the Undead (see first screenshots in Europa, Gamefan May '94.) Hammerhead is a futuristic, Bladerunner-style adventure game, with texture-mapped graphics. It's also destined for the Jag CD-ROM. More news on this soon.

Causing some excitement amongst UK Jaguar owners are the games from Bullfrog, the best development house in the UK, period. Theme Park may look dull, and terribly PC-like, but it's actually a brilliantly addictive Sim City-type game. These screens are from the new Mega Drive version, although to be honest, they don't look that different on the Jag. Bullfrog is also doing a 3DO version of the unbelievable Magic Carpet, with some of the best graphics on the machine by a long, long way.

Also coming for the Jag is a conversion of the wickedly addictive Ikari Warriors-style shoot 'em up Cannon Fodder. The game has just arrived on the SNES (see screenshots) in the UK, and even without a mouse, it plays really well. The Jag version is being handled by the team behind Puggsy and Mickey Mania.

One of the most playable16-Bit games coded in the UK is Micro Machines 2 on the Genesis by Code Masters. The game comes with two joypad ports sticking out of the cartridge which allows fantastic four player simultaneous games, and even eight player games with two per joypad!



Solstice III (Equinox II!) is on its way to the PlayStation courtesy of the original developers, Software Creations (also creators of Plok!, Spiderman and X-Men, and Ken Griffey Baseball.) Expect the main character to be constructed from polygons and the landscape to scroll in a 3-D perspective. It's enough to make you want to sell you SNES right now! Well, almost.

More PlayStation treats for the future will be coming from top UK coder Archer Maclean. The stinking rich 3-D programmer (most recently he did the excellent polygonal Genesis version of his Pool game... wot, no SVP?) is rumored to be transferring Super Drop Zone onto the PlayStation... But now in 3-D! Not bad.

Core Design have many secret projects in the pipeline but the Ripper now has their full line-up for the Saturn and 32X. Here's Core's next wave that we'll be riding soon.





On 32X:

Soul Star 2 - Fractal landscapes with polygon-generated space ships.

BC Racers - A new version of the Mario Kart-inspired racer with far smoother graphics and polygons.

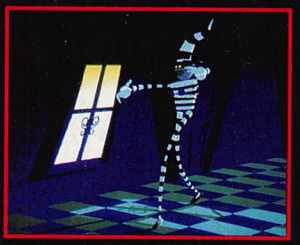
Thunderhawk - Polygon-based sequel to the game known in the US as Firehawk. (Expect some shots on this real soon!)

Tee Off - A (yep, you guessed it) polygon-based golf game with SGI-rendered visuals.

On Saturn:

Swagman - A weird character-based game with character graphics that look similar to Clockwork Knight.







Battlecorps 2: Machinehead - Realtime fractal generated environments, 24-Bit color.

Fractal Racer: (Looks like Core have some cool fractal software routines) Polygon generated wad vehicles - a kind of Daytona meets Off Road Racing.

Tomb Raiders - A real-time 3-D adventure set inside a pyramid.

And that wraps it up for this month... expect some superb stuff next month, Euro fans! Until then, cheers chaps! Er, and buy British.



CANNON FODDER (GENESIS)



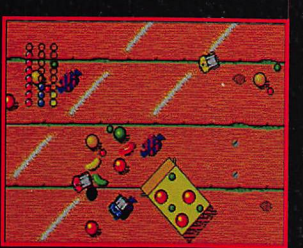
SWAG MAN (SATURN)



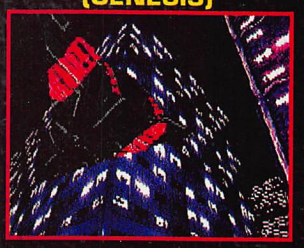
TEE OFF (32X)



FRACTAL RACER (SATURN)

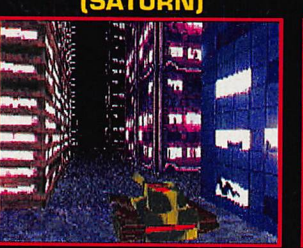


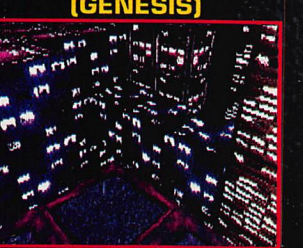
MICRO MACHINES 2 (GENESIS)











Hammer Head (Jaguar)

top-secret, kill-you-if-we-told-you technology and what squirted out the other end is something that's going to jump out and kick today's video games right in their saggy little butts. It's the Interactor. Strap it on. Crank it up. Your games will thank you. And you'll thank your soggy undies for world peace.

The Cold War's over, and we've got some time to kill. So we got our scientists going on a good sugar high, threw them in a lab filled with

AURA™ INTERACTOR™

Aura and Interactor are logos and trademarks of Aura Systems, Inc.

From a deep cave somewhere in Agoura, it's...

THE POSTMEISTER



Dear Postmeister,

There is talk up here that California could end up at the bottom of the ocean. Is this true? There is also talk up here that AVP is finished. Is this true as well? I can't wait to get my hands on it. I hope it's as good as you guys say it is because I'm ready to give up beer and bacon and become a monk.

By the way - the photos on Jaguar games in your mag are excellent. What is that game called "ZZYORXX" you showed in your September issue?

P.S. Is the Jaguar ready to take off or what? It's getting cold up here, and I need some new games to heat things up a bit.

Big-Foot
Ontario,
CANADA

Dear Big-Foot,

If California does sink, we can all go live on Halverson's yacht and I can do that Jellyfish research I've been putting off. There is talk down here that Canada may be overrun by mediocre comics and HBO comedy specials. AVP is out, my friend, and let me tell you... any reviewer who did not like the game, didn't (or cannot) get deep enough into it. It's great! The queen is the coolest. As far as giving up beer and bacon, well, bacon is loaded with thick white fat that may turn you into a sweaty mass, but a little beer never hurt anyone, eh? Just don't drink and sled. As for the Jag taking off, well, the last few games we reviewed needed major help. While the 3DO has SF2 and may drop to $249, and the 32X has sooo many good games on the way, like Sonic Chaotic and Castlevania X, and it costs even less. Atari's lead time is dwindling. They best turn up the heat quick! P.S. Do your feet really look like the ones in the pictures? If they do have Nanook lick 'em!

Dear Postmeister,

I'd like to start off by saying what a great magazine you make. I've spent a lot of money buying other magazines off the newsstand, but in the end I noticed you're the only mag worth buying, and that's why I subscribed. I have a question for you guys... What's happened to the Sega CD? I can only think of three games I regard as "true CD's." These are Lunar, my favorite RPG of all time, AH-3 Thunderhawk, which is the closest thing to a professional flight simulator I've ever seen, and Silpheed, the shooter of all shooters. Now I'm using my SCD to level the coffee table! Is there any hope for this system? Are they gonna continue making us play FMV trash? Is there at least one more game for the Sega CD that'll make me hold onto it until the 32X comes along?

Truly yours,
Victor Labrada
Miami, FL

Dear Victor,

Never fear, my friend, Sega knows of your concern and is on the case. The only problem is they really like this FMV garbage. They actually think it's cool. They have a whole division for it! Up for a little midnight raid anyone? Meanwhile, Soulstar is ready to fly and BC racers (see page 68) is next in line! Core's a wonderful bunch of fog dwellers, aren't they!

You know Vic, for a mere $170, plus the price of the games, you can plug a powerful little 32X into your CD and play a whole new batch of games that are in development right now! Also, check out Bouncers (pg. 58), Keio Flying Squadron (pg.50), Popful Mail (pg.41), and the almighty Snatcher!! (pgs. 46-47). More good news pal!! Lunar 2 is coming out next year! If you can believe it, it's even better than the original... much better. You should be happy man, like this next guy!

Dear Postmeister,

First off, I have to say that GameFan has changed the industry for the better. Finally, a magazine has emerged to blow holes in the competition. Mr. Halverson, thank you for having the vision and the desire to bring GameFan to life. Now, may I say... UNFREAKIN' BELIEVABLE! When I was first introduced to the FM Towns Marty, it was by way of Scavenger 4. I went nuts - it was the most incredible game I'd ever seen. I never did buy a Marty, however, because of its outrageous price (upwards of $1000.) I did buy a 3DO though and have been enjoying Road Rash immensely. "Got Milk?" asks the commercial, referring to the guy who thinks he's died and gone to heaven. No, I don't... but I did die, and I am in heaven, because out of the blue Novastorm, SCAVENGER 4 appears for the 3DO! Without warning the most awesome shooter I've ever seen is now in my possession! I cannot believe it! The cinemas and gameplay are out of this world! I've been playing it non-stop! When I want to show someone what the 3DO is capable of, I just pop in Scavenger 4. I also own a Jaguar, and like so many, I've been wondering trade in or trade up to something better. Well, I didn't, and it's a good thing. AVP ROCKS!!! I've been waiting for a Jag game to come along that's worthy of my playing time and it has. I was somewhat hesitant at first from early screenshots, but I ain't now. Aliens is my favorite movie and AVP does both it and the Predator justice. Finally. Keep up the great work. I envy all of you at GameFan. Oh, to be able to play videogames for a living!

P.S... King of Fighters '94 jams. It's great to own a Neo. I can't wait for Samurai II. Also, I really enjoy this section of the mag. You answer the questions personally and truthfully...

"cuz' we're good enough, smart enough and doggonit, you like us."

Derrick Riggs
Altadena, CA

Dear Derrick,

You're so happy! You also have great taste in games. Scavenger 4 is a visual wonder, AVP is sooo deep, and KOF '94 is awesome. Wait until you play Samurai 2... it's the best! I'm glad you're having fun. That, my friend, is what it's all about. Wanna come raid Sega's FMV lab with us?

Dear Postmeister,

Let's take a nice little look at the two videogame markets, Japan's and America's. First, the Land of the Rising Sun. This videogame market is practically heaven. What players want, the videogame developers give them - a flawless relationship. Especially RPG's, good ones and I mean damn good ones that give you a real playing experience, like the whole Final Fantasy series, Romancing Sa•Ga I & II, Fire Emblem and so many others I could fill pages with. Almost all, of course, we will never see.

America, the videogame market from hell. What players want, we sure don't get. When are "developers" going to wake up and smell the MANURE they've been giving us? "Our painstakingly researched demographics show that there is no need for RPG's in America" is the most popular reply. Gee, which game do you think'll sell more copies in America? Final Fantasy III or Fievel Goes West? Fire Emblem or Chester Cheetah? Dragon Warrior V or Yoshi's Safari? Common sense, please.

Face it, game developers don't know what we want, and I'm just one of the many who need a change. Game developers, the toilet's about to overflow, don't you think it's about time to flush it?!

I hope to see Mother 2: Gyiyg's Counterattack from Nintendo since they chickened out on part 1, and, although I've seen little, I hope Square'll translate Chrono Trigger, as it looks to be a masterpiece. I heard FFV is coming here as FF Extreme, is this true? Is DQVI coming here as Dragon Warrior V?

A very concerned and
disappointed RPG fan,
Ben Elliott
Springfield, MO
Dear Ben,

You are so right! Reprint 1,000 copies of that letter and send it everywhere! I too am sick of all this licensed crud. Had enough X-Men yet? How about lame blood-leaking MK clones that do nothing but pollute kid's minds? Have they cashed in enough on that one yet? They HATE those games in Japan, where there is NO CRIME! Where is Konami's Madara? Where is the real soundtrack to Sonic CD? Here's some more good news: Sony isn't bringing out Flink because it's not a big enough license (it just blows away any game they've ever had). What genius made that decision? And Spectrum Holobyte is skeptical about Tinhead. There goes two of the year's best platformers. Why? No license.

Fact is, most of these BIG LICENSES are nothing more than a company cashing in on a name. What happened to ORIGINALITY? Earth Worm Jim is game of the year... do you see a license hanging on it? So little Billy's mom won't buy it when she purchases his one game a year at K-Mart, big freakin' deal! Let her buy Potato Chip Man™ and make the kid miserable. We want our RPG's!

You see, Ben, role playing games evoke emotion, they make you happy and sad. They teach friendship, honor, bravery, and trust. They're about preserving good and conquering evil, and heck... they might even teach a kid some values. But that's not good enough for our sell-out mentality in America. It's easier to throw a couple digitized characters up on the screen and let them dismember each other, and then sit back and watch the O.J. trial. Or, better yet, spend all your money on a name and throw out some cheapy game that you know will "reach its target audience." It's enough to make you sick. How about this FMV junk, what's that?

There are a few companies out there with us in mind, like Konami, Shiny, Square, Enix, Capcom (except for X-Men), Working Designs (thank you so much, Victor), Atlus (they nabbed Ragnacenty!), Core, Interplay, Scavenger, Takara, JVC, and a few others I can't think of right now, but it is obviously not enough. How many good RPG's did you play this year?

Before I forget, here's the answers to your questions: Mother 2, don't hold your breath (can you say never?), DQVI, most likely, FFV, yes indeed, and Chrono Trigger, I sure hope so! It looks amazing! I like you Ben, wanna come to the FMV raid?

My advice to all of you is to buy wisely, and make your opinions known. Write letters, make phone calls, and be careful when it comes to reviews! A lot of reviewers don't play games all the way through, some can't. I read recently where a reviewer actually gave EWJ a bad review! He said the samples were unclear and the music wasn't good. This is a person with no clue! He probably goes home and plays ColecoVision. The people that buy that nonsense will be robbed of a great game. It's tuneage of the year and the samples are PERFECT!

I've seen high scores for Bubsy 2, and low scores for AVP, I've seen low ratings for Boogerman, one of the coolest and most original characters in recent memory. These backwards reviews are read by the people who make key decisions, so they are a big part of the problem. At first, I thought AVP was junk too. But after a few hours, I realized what it was all about and loved it.The only way to review a game correctly is to not care who made it and just play it all the way through, and that is what we do. This is an unconventional magazine. We report to a guy who sits in his office six days a week at least 12 hours a day playing video games. There isn't a suit in the place... he's the owner! We are here to make a difference. Do you think any other mag would let me write this letter? Not a chance. I'll see you all next month.

Write to me or I'll run for President

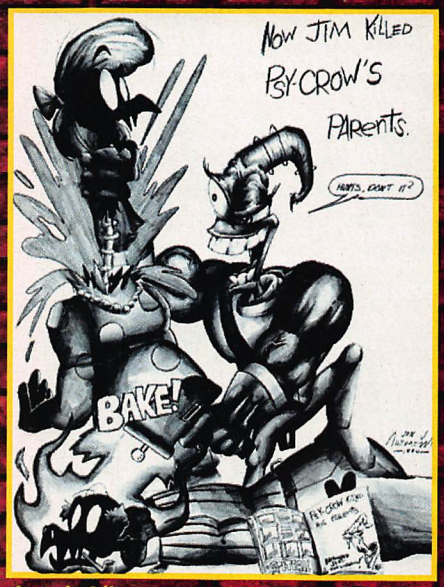
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Jon J. Allegrezza of E. Long, MA, wins the prize with his great follow-up to the EWJ ads. Brilliant concept and excellent execution. Congrats!



David Meyer of Downers Grove, IL, just went crazy with this one. All kinds of cool action going on.



Once again, Edgar Viceral of Pittsburg, CA, gives us his own twisted view of the video game world.



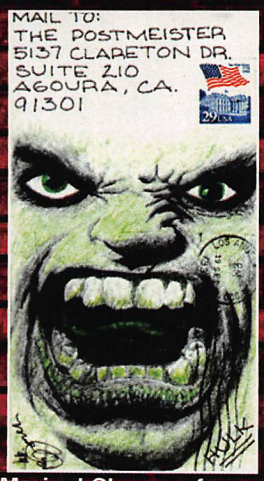
Rayam Youssef of New York, NY, outdoes himself with this amazing sketch. He burns with talent!

William Pendleton of Garland, TX, sends us this fierce fighting collection of characters. Very cool!





Peter Woytkow of Alberta, Canada, has a feel for the Top Hunter characters.



Marisol Chavez of L.A., CA, drew us this rage-filled Hulk pic. We are scared!



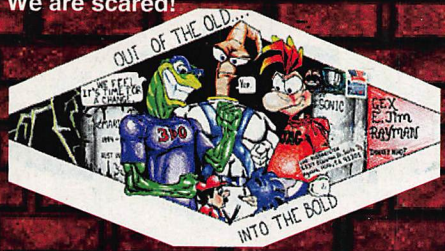
Torian McCoy of Rustburg, VA, can not only draw, but also gives us a history lesson.



Cristian Costescu of Garden Grove, CA."Your drawing is 'out of this world'.Run you Starfox, run!"



Jay Favot of Ontario, Canada, does the Daytona thing. "Hey! Don't make Sonic a roadkill, O.K?"



This unique entry comes from unknown origins. Cool scenario, though.



Jen Seng of Westborough, MA, has a great cartoon style and a crazy, wacky brain. (But I like that!)



Michelle Seng of Westborough, MA, gives us her own version of the Street Fighter gang. They're all just so...cute!



From Chris Riley of Tacoma, WA, comes the evil DBZ Boyz.You've really got the style down! Nice.



Michaelangelo Perkins of Davis, CA is truly a master of his craft.You show that guy who's boss.



Jeff Abella of Riverside, CT, has drawn this exciting Part 1 of the much anticipated Aliens vs. Predator.

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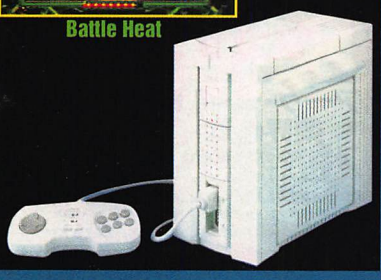
FX Fighter



Battle Heat



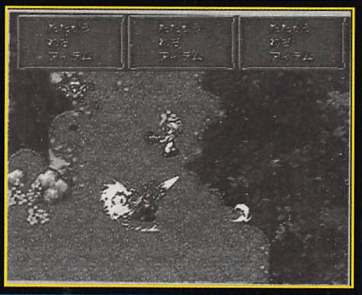
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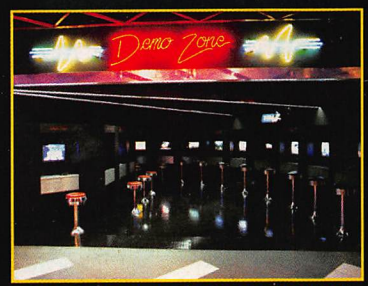
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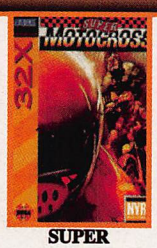


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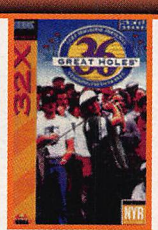
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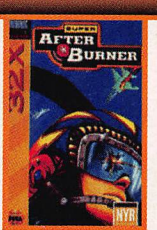
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Aura Systems	215	Ocean	111
BPS	5	Panasonic	24-25
Bre Software	224	Parker Bros.	101,103
Capcom	17,19,21,23	Playmates	69
Crystal Dynamics	154-155, 162-163	Readysoft	81
Die Hard Game Club	220-221	Rocket Science	30-31
Digital Pictures	Insert	Sega of America	2-3,10-11
Electronic Arts	14-15,193		13,35,174-175,Insert
FCI	171	Sony Imagesoft	185-191
Fox Interactive	173	Sunsoft	57,59,107,226-227
Game Freak	122	Tommo	222-223
Gameware Express	225	TWI	177,207,228
Hudson Soft	166-167	Ubi Soft	108-109
Inovations	219	Viacom	115
Interplay	36-37,70-71	Vic Tokai	77,79
	104-105,112-113	Virgin	38-39,209
JVC	73,75,116-117,119	Visual Rush	225
		Working Designs	61,63,65

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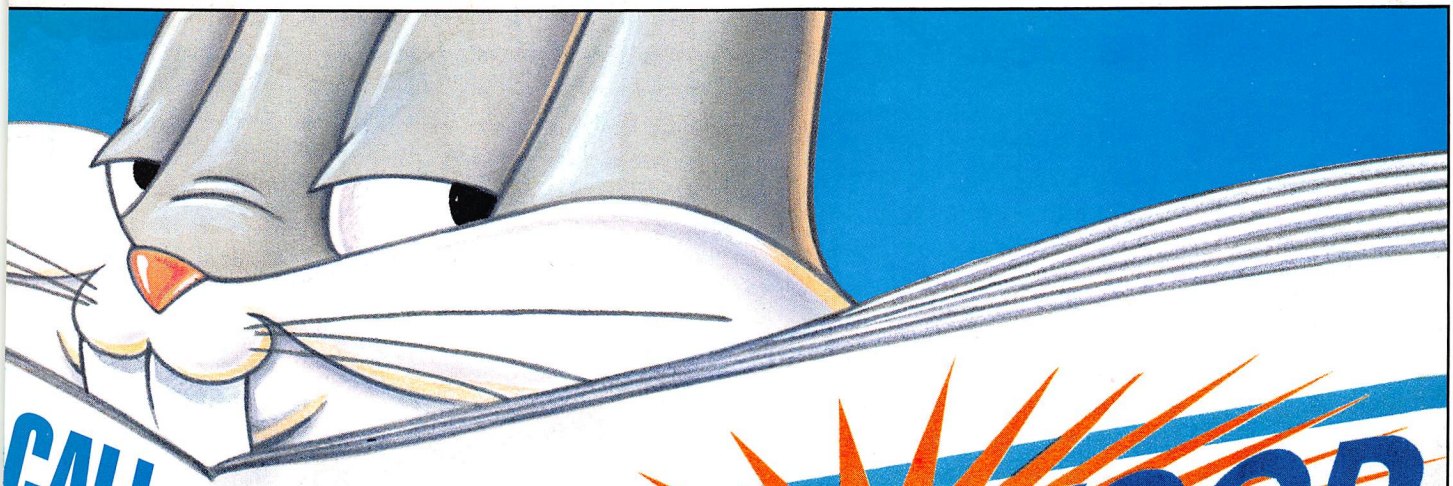


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HOLLYWOOD STAR

"ACME ANIMATION FACTORY" TURNS CARTOON WORLD ON ITS EAR!

by Howmuchdoes A. Hemmingway

Is it the most massive mix-up in Looney Tunes history? Or have a million masters of animation suddenly surfaced? The answer can be found in new **Looney Tunes Acme Animation Factory**. It lets anyone create their own Looney Tunes cartoon adventures!

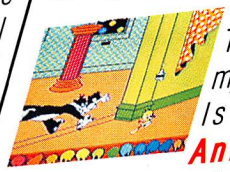
Sources at Sunsoft, makers of the **Acme Animation Factory** game for Super NES, confirm that new Looney Tunes cartoon animators are suddenly springing up from coast to coast. This development has fueled speculation that **Acme Animation Factory** is more than an ordinary video game. It appears to be something so new and different, it's unlike anything ever seen.

In an exclusive, undercover investigation, this reporter has learned that **Acme Animation Factory** gives you the tools to design, paint and animate just like a professional.

So you can create Looney Tunes cartoon adventures on your Super NES — and save them to watch at any time. You'll choose from a full menu of scenes and characters, or even draw your own. Plus, you can color your creation any way you want, then add titles and create music! It even gives you the choice of using a controller or the Nintendo mouse.



Looney Tunes spokesperson, Bugs Bunny refused to comment at this time. However, Taz did agree to issue the following statement, "Graaaaarwww oooga rawwww ugh blaaa froooooog!" Then he ate my note pad.

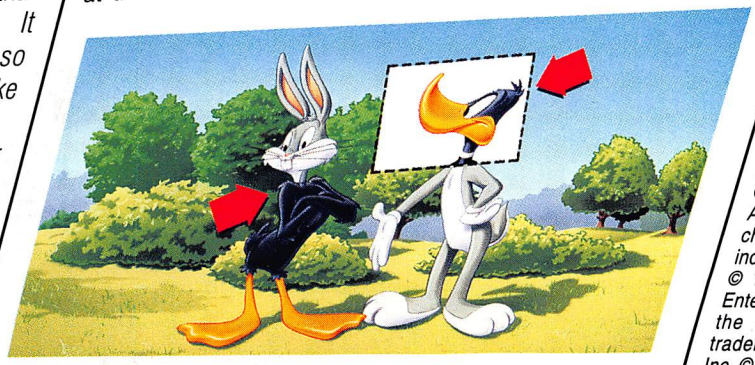


Is **Acme Animation Factory** responsible for creating a whole new generation of skilled cartoon creators? The only way to know for sure is try it and literally draw your own conclusions.

SUNSOFT™

The long... you play, the fu... yo... w... fr... Duc... (also a... great m... in his ow... The Looney... features all your... Bugs Bunny, Porky Pig, Sylvester and Tweety, E... Fudd. And Daffy Duck himself.

The **Acme Animation Factory** just the carrot on the...er...New mind.



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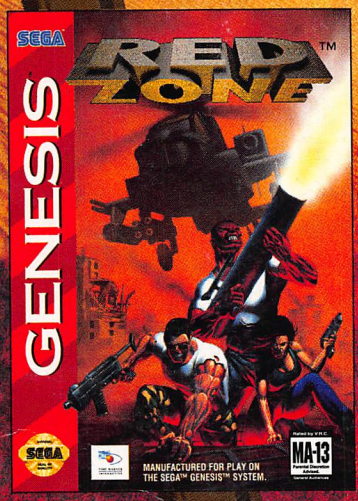
Body count: in the radicals' maze-like bunkers, it's muzzle-to-muzzle.



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